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# Zombie Rush

Stop the zombies from entering the shelter and only let the people in!

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\*Please note you might be asked to adjust Unity and Xcode version through publishing stages

# The Game in a Nutshell

## The Basics

There is apocalypse and zombies are roaming in the city. You are the controller of a safe shelter and need to stop them from entering and only need to let the uninfected people in. You control two algebraic units by swerving that are meant to multiply and divide the number of people entering the building. Thus you need to use the negative unit for the zombies and the positive unit for the people. Multiple waves of zombies will serve as the multiple levels of the game.

## Sub Genre

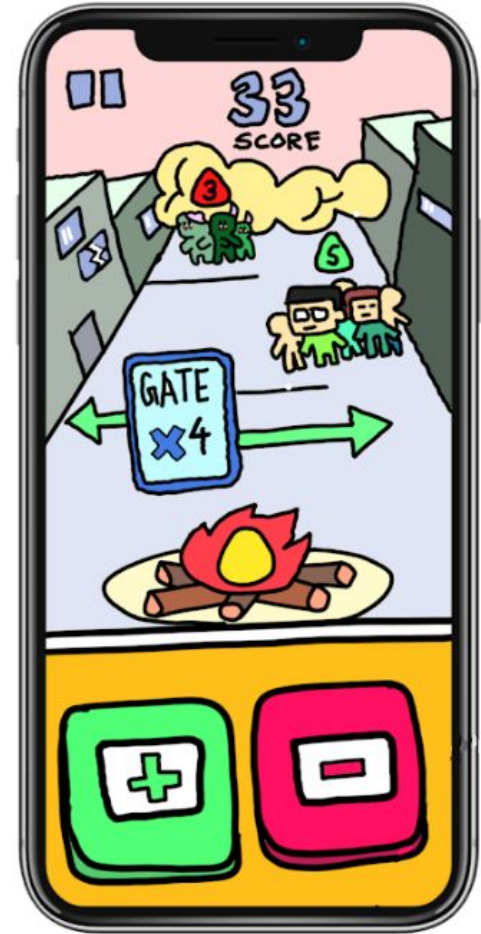
Math / Action

## Mechanic

Swerve / Timing

## Controls

Swerve



# Difficulty and Progress

How do I progress at this game?

- Bigger zombies that can jump across the fence of the shelter will come at the later stages.
- Powerups like antigen to the zombie virus will randomly spawn and if clicked upon will mass kill the nearby zombies.

## Lose Conditions

- Too many zombies enter the shelter.



# The Video Ad



## What are we going to see in the ad?

- A noob clip where the player mistakenly kills the uninfected people by sending them through the negative units and multiplies the zombies eventually losing. Then a pop up appears asking the user to download the game and try to clear it.
- A clip where zombies are rushing to kill players that are moving slowly and people and we save them in the last second by killing the zombies by putting them through the negative unit.



# References or Art Mockup

Zombie Land Rush



Zombie Royale



Dead Venture





**THANK YOU**  
**QUESTIONS?**