

NZS SURVIVAL



- **Platform:** Mobile (iOS and Android) and Tablet
- **Type:** Action adventure survival
- **Genre:** 3rd person shooter
- **Target audience:** Males, aged 14-25
- **Production stage:** Prototype and Alpha *ready*

NZS is a **third person shooter** for mobiles that can be played alone or with one of your friends in co-op mode.

The game is set during WW2 and has you impersonate a soldier of one of the 5 main powers. The goal is to survive endless waves of enemies while exploring procedurally generated maps, looking for more powerful weapons to use in an ever increasing paced match.

GAMEPLAY

The game provides a quick and fun *arcade-shooter experience*, with over the top animations and effects. It is simple enough for players to quickly grasp and jump right into the action, yet it also provides increasingly difficult challenges. The controls to move and shoot are precise and responsive, while the game mechanics are polished and make progression rewarding. The game brings classic gameplay to a mobile format, providing matches that lasts only a few minutes, to allow players to come back to the game as soon as they have a few moments of free time.



THEME

The game is set during WW2, in an abandoned bunker overrun by enemies. The player must navigate intricate labyrinth corridors while looking for power-ups and fending off enemies. The levels are created procedurally, meaning that the player is given a different map to explore each time he plays. This provides a lot of replay-value while also keeping the experience fresh and action-packed.

CHARACTER

The player can customize his in-game avatar with different costumes that are typical of the main WW2 factions. There are 5 factions in total and each uniform can be further customized with different mimetic, headgear and tactical elements.



100

NAME: DAREDEVIL
HP 10

WEAPONS

M 1919

BUY GUN 70



DAMAGE

RATE OF FIRE

RANGE

STABILITY

AMMO

CLIP

TOTAL



100

200

SPRINGFIELD

MAUSER 98K

LMG

M1919 BROWNING

M16 42

LAUNCHERS

BAZOOKA

PANZERSCHRECK

WEAPONS

The game features a wide array of WW2 weapons, ranging from **pistols** and **machine guns** all the way to **shotguns**, **rifles** and **grenade launchers**. It includes classics such as the Colt M1911, Thompson, MP40 and many others. Each gun has a particular feel and different capabilities. New weapons are unlocked via ranking up, and the player is provided random weapon that he still hasn't unlocked to test out during the game, which incentivizes collecting all weapons.



BACK

ENEMIES



The game faces the player with increasingly difficult waves of enemy *zombies*. Each zombie has a particular behavior, with some being slower and dumber while other *faster*, more *aware* and *deadlier*. The game adapts the difficulty to the player skills to provide a balanced experience to players of all levels. The zombies provide power-ups and other rewards when killed.



COINS & CHESTS



During play, the player can collect **war coins**, which are used to purchase new weapons. This mechanic encourages *dynamic* gameplay in which the player is constantly moving to collect coins. The player is also faced with the task to find **treasure chests**. These chests offer the player a meaningful choice: he can either **save** the collected coins for later purchase of power-ups, or **spend** one and get a random weapon. All unsaved coins are lost on death, therefore spending is riskier although more rewarding. The player must carefully balance the elements that each choice offers to achieve a high-score. This is all implemented with a sleek and simple to use interface that is suited for mobile devices.

DEVELOPMENT

The game is currently developed only by myself, Simone Guggiari, under the studio name 'Toilet Games'. I have been developing games as a hobby with Unity in the last 4 years during my studies at ETH Zürich in computer science, to satisfy the great passion I have in both playing and making games.



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