

Summary

You are a cursed boomerang in a world overrun by zombies. Fly through the horde, take out the undead, and keep yourself in the air as long as you can. The more you return, the more destruction you leave behind.

Inspiration

Miside: Penguin Piles

The penguins movement in this minigame is the one I'm using for my game where there is inertia when changing direction mimicking boomerang. In this minigame, player goal is to collect snowballs by crashing into them, same with my game although it's to kill zombies.

Plant vs Zombies

The game will have waves of zombies like plant vs zombies where the player (the boomerang) needs to clear the wave before the zombies destroy the gate of the base.

Platform

- Browser

Genre

- Singleplayer
- Casual

Primary Mechanics

Boomerang (player) will be thrown by the boomerang master, to the field, in front of the gate, to hit the zombies. player then need to control the direction of the boomerang, make sure to hit zombies as efficient as possible because there will be energy/breath/ or whatever suitable mechancis, where if it depleted, it means the boomerang will fell down and can't move, this will reduce player heart (player start with 3 heart). so player need to go back to the thrower when the whatever bar almost depleted, so thrower can throw player again and reset the whatever

energy bar. if player hit the wall on the right and left, player will reduce 50% of max whatever bar. most zombies will just move forward to the gate, player need to defend this gate, i guess there will be hp for this gate player goal is to kill as many as he can before the zombies reach the gate there are type of zombies.

- basic
- runner
- bomber (if hit, it will trigger their bomb state, after 2-3 seconds they explode)
- stunner (this zombies wear steel armor, same affect as hitting wall)

Here's a couple of player mechanic I can think of:

- dash, this is for more efficient and to counter stunner zombie, also can be used to bounce off wall