

Concept Pitch for *Quarantine: T.O.*

What the game is

Overview

Quarantine:T.O. will be a top-down shoot 'em up zombie apocalypse survival game.

Story

A zombie outbreak has started in Toronto, Ontario, and the Canadian government has chosen to lock down the entire city. The player characters have lived in the quarantine for about a week, and have decided to break out.

Gameplay

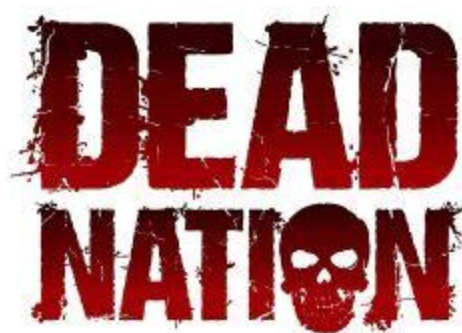
The player uses the keyboard and mouse to guide their character around the game world, defending themselves against zombie hordes, collecting supplies needed to survive, and ultimately making their way to a weak point in the quarantine wall.

Features

- 6 different character classes, each with unique skills and abilities that develop over time
- levels based in Toronto, showing familiar streets and neighbourhoods
- local businesses available to raid for supplies
- complex weapon and tool building and customization using scraps found in the levels
- multiple game modes including adventure, arcade, survival, and battle

Similar game

Dead Nation - Housemarque



Dead Nation - Downtown Gameplay - YouTube - [youtube.com/watch?v=-syxOHFqN0k](https://www.youtube.com/watch?v=-syxOHFqN0k)

Three-dimensional physics

With help of the open-source 3D physics engine Bullet, ammunition, car tires, and body parts will fall, roll, and fly as the action breaks out in the streets. Objects will often get launched into the air to show the depth of the game.

Three-dimensional graphics

With the help of the open-source 3D modelling program Blender, characters, enemies, buildings, weapons, vehicles, etc will be modelled and rigged to give the game a professional look. All art will be done by me, and have a fitting style.

With the help of the open-source 3D graphics engine Ogre, the game world will be drawn with depth. Special effects like weather, fire, sparks, and blood will be handled by Ogre's particles.

Artificial intelligence

Hordes of zombies will try to attack with different numbers, strengths, resistances, speeds, and attack patterns and learn what is most effective against the player. The zombies will adapt to the different weapons and tactics the player uses to keep them on their toes.

Networking

High scores, achievements, and worldwide rankings will be kept online and will be updated as the player interacts with the game. A server will be set up to deal send and receive the updates. After this capability is set up, the game may be expanded to offer online multiplayer version of the single player missions, as well as some additional game modes.

Level Design

Based in Toronto, many of the levels will feature various mock businesses, streets, and neighbourhoods of the city. Investors with companies or studios in Toronto should find fun in recognizing various features of the levels. This will see that Showing that I'm a local developer with loyalty to my hometown.