Billy The Zombie

SAE921-GPA4300 – GameDesign

GamePitch

The Characters

Billy is the character you play

The Characters

Billy is the character you play

You can throw his arms

The Characters

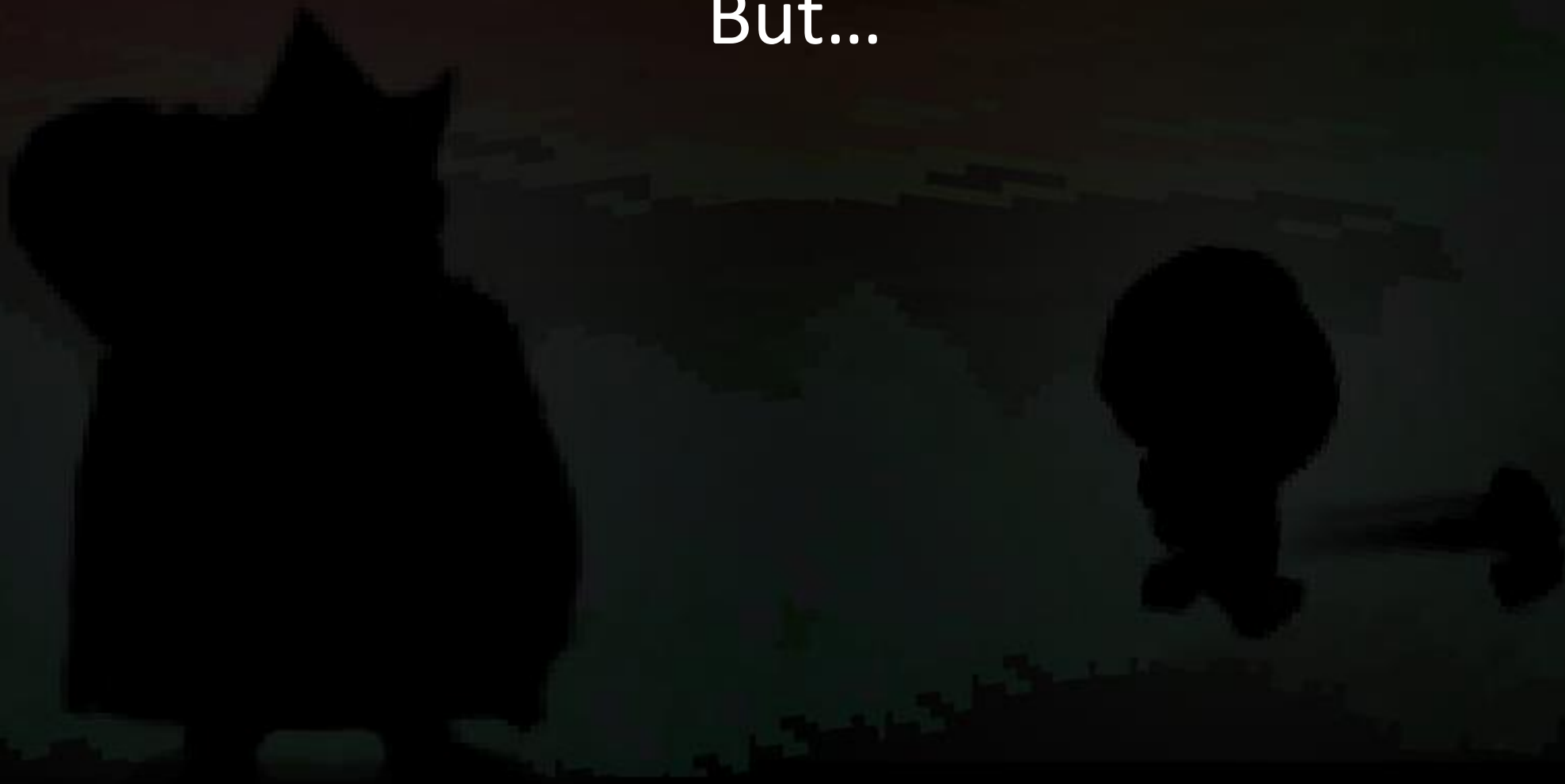## Billy is the character you play

You can throw his arms

And Headbutt enemies

The Characters

But…

The Characters

You only have TWO arms

The Characters

You only have TWO arms

So, use them
CAREFULY !

The Characters

You only have TWO arms

So, use them
CAREFULY !

The Characters

Dr.Albert is your friend

If you «die», he will take care of you

And give you the opportunity to upgrade your skills

The Upgrading System

Those skills are Upgradable in Billy's House

The Upgrading System

Four skills are Upgradable : PushPower

The Upgrading System

Four skills are Upgradable : PushPower, ArmDamage

The Upgrading System

Four skills are Upgradable : PushPower, ArmDamage, Health

The Upgrading System

Four skills are Upgradable : PushPower, ArmDamage, Health, and Speed

The Upgrading System

The Arm Damage gives you acces to NEW ATTACKS

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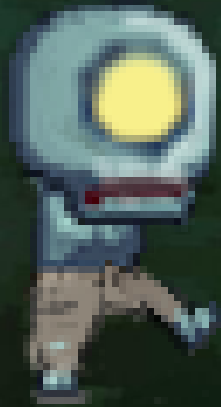# The Upgrading System

The Arm Damage gives you acces to NEW ATTACKS

The Upgrading System

MutationPoints are used to Upgrade your skills
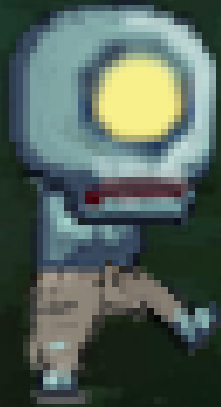To own them you will has to defeat enemies

The Enemies
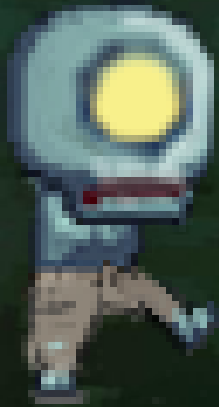
The Chaser

The Enemies

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His human form was probably not very smart either...

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The Enemies

The Shooter

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The Shooter has a better understanding of what is going on. Since He is aware of his condition, He doesn't hesitate to throw his own ribs at his foes

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The Map

Billy starts his journey in a little Neighbour hood

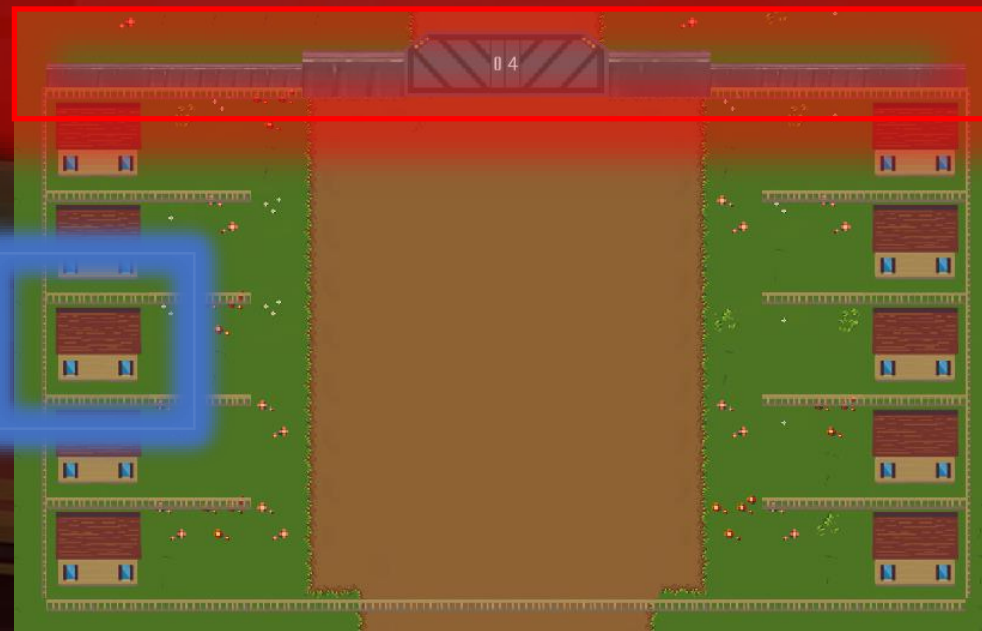# The Map

Billy starts his journey in a little Neighbour hood

His house in the middle of this neighbour hood

The Map

Billy starts his journey in a little Neighbour hood

His house in the middle of this neighbour hood and is surrounded by Gates

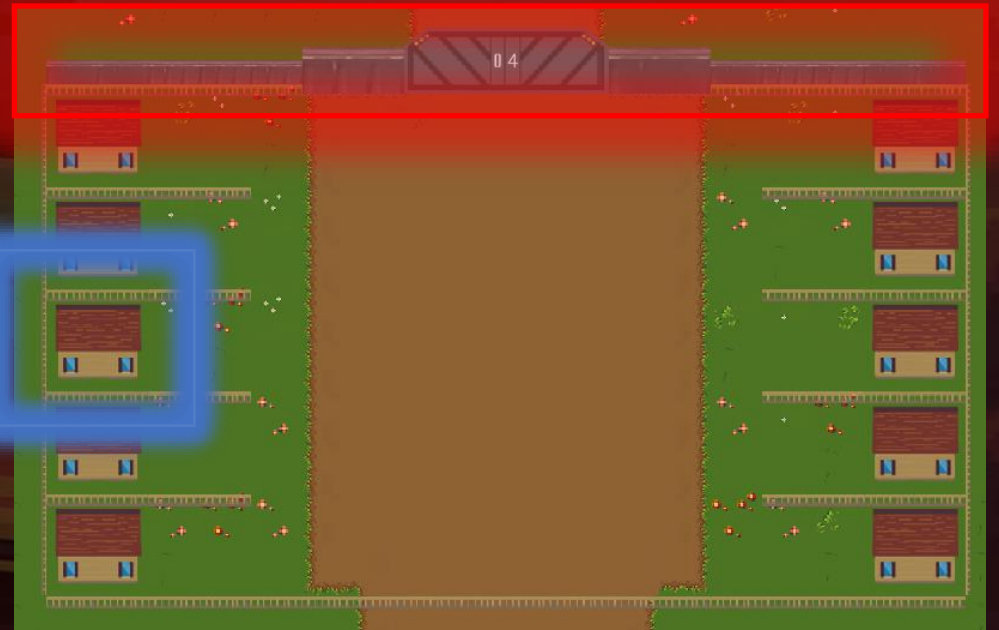# The Map

Billy starts his journey in a little Neighbour hood

His house in the middle of this neighbour hood and is surrounded by Gates

To open the Gates and discover the regions you will have to survive the indicated number of Waves at least once.

The Map

For the moment there are three regions

The Map

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The Neighbour Hood

The Map

For the moment there are three regions

The Neighbour Hood

The Residential Area

The Map

For the moment there are three regions

The Neighbour Hood

The Residential Area

The City

Artistic Direction

Our inspirations for the game's elaboration were :

ENTER THE GUNGEON

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DEAD CELLS

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Everything that we could find in 2D, pixel or even voxel art that had an interest was put on the moodboard.

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Audio

For the audio we made it in order to have custom sound effects and adaptive music according to diverse conditions

Conclusion

In conclusion

BillyTheZombie is a 2D TwinStick shooter
Where you have to survive waves of zombies with
only two arms and your head.

Thank you for listening !