



Game Design Document

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General information

Title: Spicy Zombies

Platform: iOS & Android

Genre: Hypercasual, Arcade, Endless

Rating: (Teen) ESRB

Minimum requirements: smartphones/ tablets Android 4.4 /IOS 10

Target: Casual gamers (21 a 45 years)

1. United States: 260.2 million users.

2. Brazil: 96.9 million users.

3. Mexico: 65.6 million users.

4. UK 55 million users.

5. Spain 35 million users

Total: **512.7 millones** million users.

Release date: SEPTEMBER, 2020 (depends on publisher)

Publisher: Gargamel Estudio or publisher

Synopsis

You are a brave **rancher**, use the best **chilis** of your harvest to defend yourself from **THE ZOMBIE ATTACK**.

An evil creature has infected the entire population with a **virus** that turns them into **ZOMBIES**.

Save yourself! Spice up the ZOMBIES before they get your brains eaten and collect your favorite pimped **ZOMBIES**

Unique Selling Points

- Spice and chilis, loved popular icons in some parts of the globe.
- Mexican folklore, attractive in many parts of the world.
- Addictive mechanic: slingshot in depth.
- Humor.
- Trending topic: virus. Humans are zombified by a virus.

Rules

- 1.** The player must throw chili peppers and hit the zombies' mouths whilst they approach.
- 2.** Each zombie requires a certain amount of hits to spice up and defeat it.
- 3.** The score is obtained with each chili hit and in relation to the difficulty of the type of zombie and the distance.
- 4.** The player positions the shot in strength and direction.
- 5.** If the zombie reaches the player, before it's completely spiced up, the player loses.
- 6.** Each tool and type of chili has a different value or action; and produces a certain amount of spiciness in the zombie.
- 7.** The premium version of the zombies and the types of chilis can be obtained by buying with either internal economy or money.

Game objectives



1. Throw and hit mouth to spice up the zombies



2. Spice up fast before being attacked



3. Unlock new powerful chilis



4. Unlock the premium version of the zombies and collect them all

HIGH SCORE

5. Survive as long as possible and become the highest score in the leader board

Flowchart

1



SPLASH SCREEN

- Identity
- Loading
- Logos

2

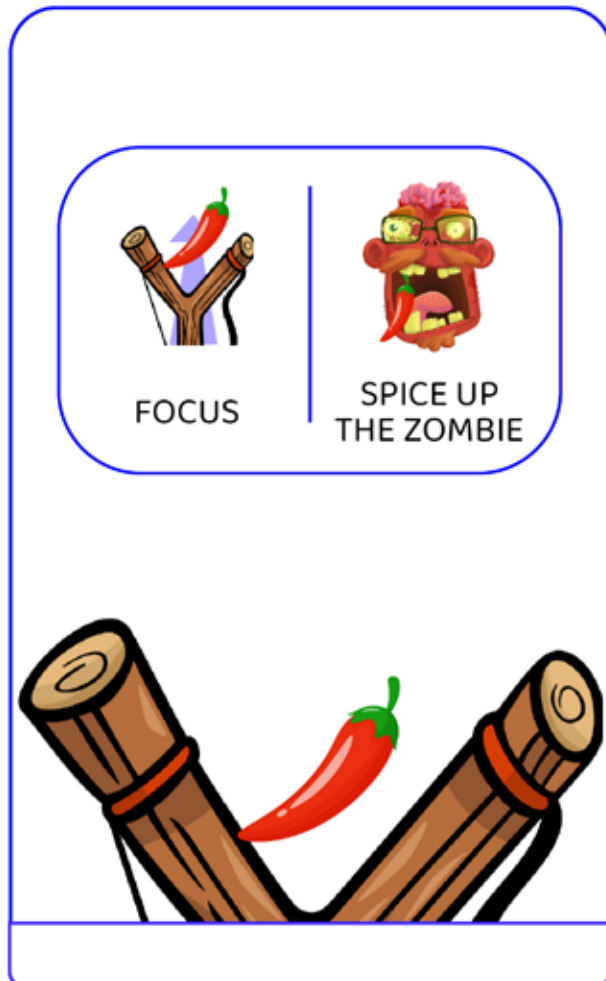


VIDEO INTRO

- Only the first time you enter to play
- Comic-style bullets, with animated details

* See [storyboard](#)





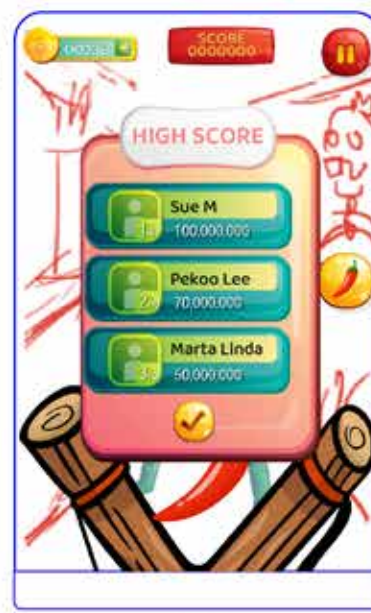
Tutorial



Game

SWIPE UP

High Score Screen



Pause screen



Coins screen



Weapon screen



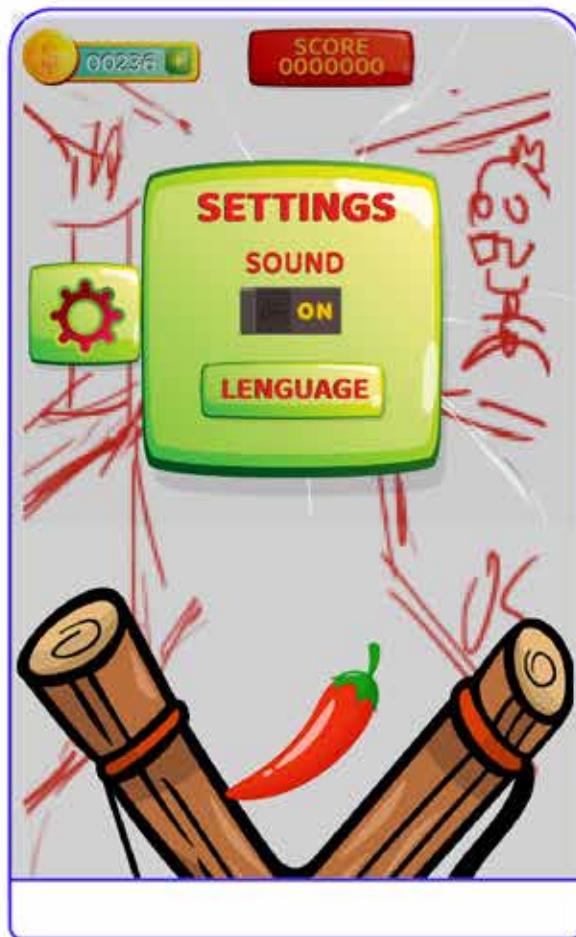
END OF GAME

The game ends when the player is hit by the zombie and the end of game screen appears containing:

- the score obtained,
- the record of the player with the highest score
- the collected coins
- the possibility of restarting a new game

NOTE:

In this flow chart there are no advertising screenings, Ads strategy appears later.



Settings Screen

- Sound On/Off
- Language



MAIN MENU



Missions Screen

- Completed missions tab during the game. For each mission completed, the player obtain coins.



RETURN

DEAL OF THE DAY



10

FREE!



0

200



500

La oferta termina en: 00:07:18

COINS!



200

\$9.99



750

\$49.99



1,200

\$99.99



2,000

\$179.99



100,000

\$299.99



1,000,000

\$699.99

PACKAGES!

RETURN

PACKAGES!



SPICY COMBO

\$249.99

- Includes:
- 200 chili peppers
 - 50 sauces
 - 1000 coins



ZOMBIE BUNDLE

\$449.99

- Includes:
- 500 chili peppers
 - 9 Zombies Pro
 - 500,000 coins

WEAPONS!



500

\$49.99



1,000

\$79.99



50,000

\$99.99



Additional mechanics*

BIG BOSS ZOMBIES



Zombies that throw objects to the player.

The player can defeat them by hitting and dropping the objects in their hands.

If the object hits the player's camera it creates one damage,

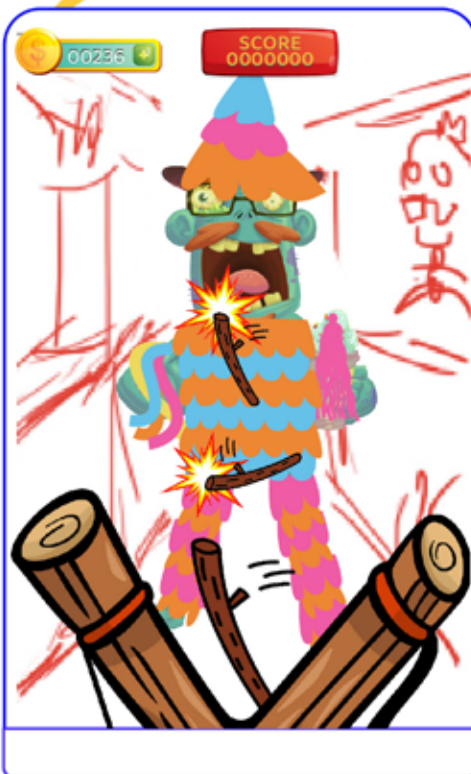
A second hit results in a game over.

Loot box

Have you played enough and beaten plenty of zombies, it's piñata time:



1. Fairy Godmother Zombie appears, if you hit it, you can go to Loot box time!



2. Hit Zombie Piñata with sticks instead of chilis, each good hit will give you excellent prizes.



3. Once you break it, pum! it spills the screen with brains and guts that the player must take off by scratching with their finger.



4. When finished, you will see the special super reward.

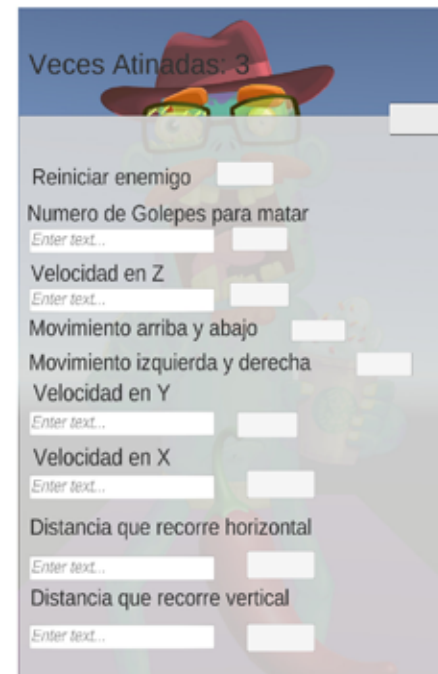
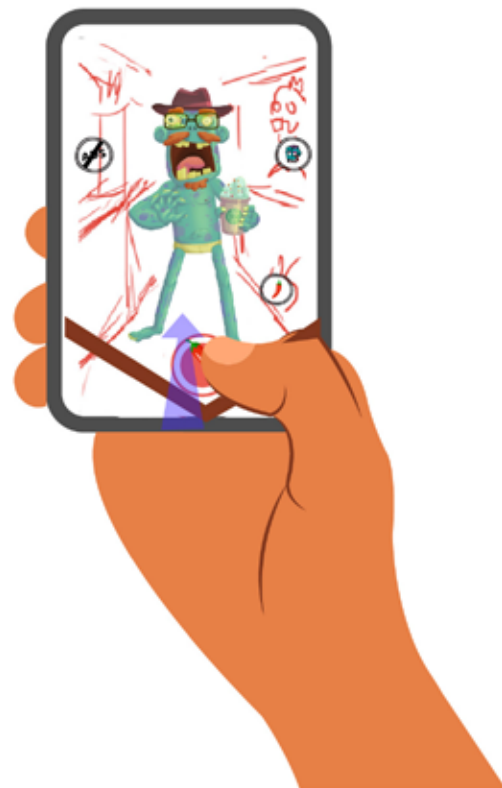


There will be a timer indicating the waiting time for the next Loot Box

00:59:32

Controls

The shot direction, distance and force is determined by the thumb gesture slingshot.



* See .apk in this [link](#)

** To use this apk in its easy way, use this settings box. The white buttons on the right are the "enter". We recommend starting with: number of strokes 1, and deactivating movement up and down.

Progression

DIFFICULTY

1

1

1

1

2

2

2

3

3

3

∞



NOMBRE	# DIFICULTAD	VELOCIDAD	MOVIMIENTO PRINCIPAL	DAÑO	DAÑO 1	DAÑO 2	DAÑO 3	DAÑO 4	DAÑO 5	FINAL
MAMER DE GYM (slash)	1	1	BOCA ABIERTO	2	se hincha el brazo	enflacan piernas				explota pecho
HIPSTER	2	2	ABRIR Y CERRAR BOCA	3	Separa brazo	sale ojo	quiebra craneo			Explota cerebro
POLÍTICO	3	3	GIRA LA CABEZA 360	4	pierde pierna	pierde mano	saca nariz	abre craneo		explota cabeza
PAPI REY/ MIREY	4	4	BAMBOLEA cuerpo de lado a lado	5	pierde sombrero	cae mitad cara	pierde brazo	cae piel panza	sale tripa	explota cabeza
MARIACHI	5	5	BAMBOLEA solo cabeza de lado a lado	2	explota pecho	hinchon labios				explota pompas
SOCIALITÉ (KARDASHIAN)	6	6	con la cabeza hacia atrás y hacia adelante (sí), boca abierta	3	se hincha el brazo	enflacan piernas				explota pecho
NERD O GEEK o GAMER	7	7	de lado cojeando	4	Separa brazo	sale ojo	quiebra craneo			Explota cerebro
MIMO O PAYASO	8	8	diciendo que no	2	pierde pierna	pierde mano	saca nariz	abre craneo		explota cabeza
PINTOR	9	9	aullando	4	pierde sombrero	cae mitad cara	pierde brazo	cae piel panza	sale tripa	explota cabeza
PORRO	10	10	con hipo	3	explota pecho	hinchon labios				explota pompas
VENDEDOR CARNISALCHICHONERIA	11	11	masticando algo	4	se hincha el brazo	enflacan piernas				explota pecho
MAESTRO DE YOGA	12	12	cantando	2	Separa brazo	sale ojo	quiebra craneo			Explota cerebro
SUEGRA	13	13	lleva bolso grande	3	pierde pierna	pierde mano	saca nariz	abre craneo		explota cabeza
OTAKU	14	14	lleva objetos de anime	4	pierde sombrero	cae mitad cara	pierde brazo			explota cabeza
INFECTED VIRUS	15	15	estomuda fuerte y verde	3	explota pecho	hinchon labios				explota pompas

DEVELOPING

Zombie movements



In order to beat the zombie, it is necessary to hit him right inside the mouth. Each zombie has a body and movement of different head and this determines its difficulty and the place where it appears within the progression of the game.

Player weapons



Different types of chili with different levels of enchilamiento.



Different types of sauce when you choose, it will spread the squirt dee sauce



Ice, freeze for a time to zombie

Identity

Logo



Typography: Baloo Chettan 2

A zombie (plural zombies, 1 from Haitian Creole zonbi) refers in general terms to an entity that, in one way or another, can be come back to life. The concept of zombie finds its origins in a legendary figure typical of the voodoo cult. It is a dead man resurrected by magical means by a sorcerer to make him his slave.

According to the belief, a houngan, bokor or voodoo sorcerer, would be able, by means of a ritual, to resurrect a dead person, who would be, however, subject from now on to the will of the person who brings him back to life. Also, according to popular belief, a person who is bitten by a zombie is said to become one of them.

Color palette



SPICY ZOMBIES



★★★★★

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Quisque non pharetra metus, et varius odio. Aenean eget nunc sed felis bibendum viverra. Maecenas risus neque, porta ut volutpat id, scelerisque eget lectus. Curabitur id maximus augue.



Character design

Sketches



Sketch polished



Character design

Final version



Zombi hipster



Spicy
Zombi hispter



Zombi hipster
plus version



Character design

Sketches



Sketch final



Final version



Animation

Software: Spine

Bone system with parts to optimize the app weight

* See [animation example](#)

SPINE



Animation cycles:

walk

pause

damage 1, 2, 3, etc.

idle

brain eating



Zombies PRO customization uses the same skeleton to optimize weight with same atlas and animation.

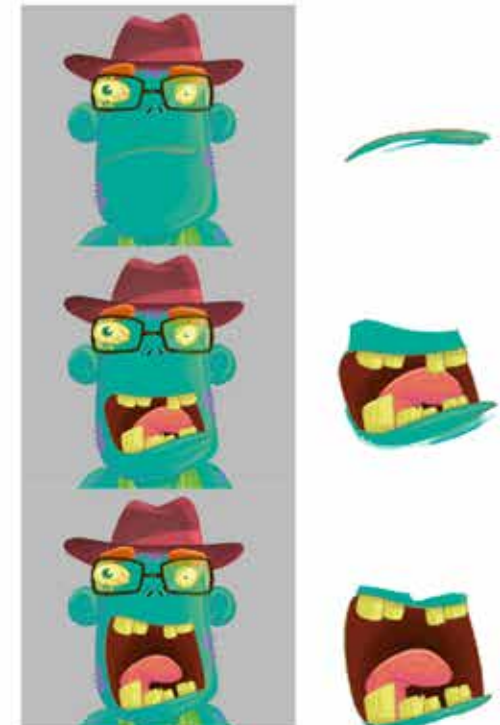
RIG



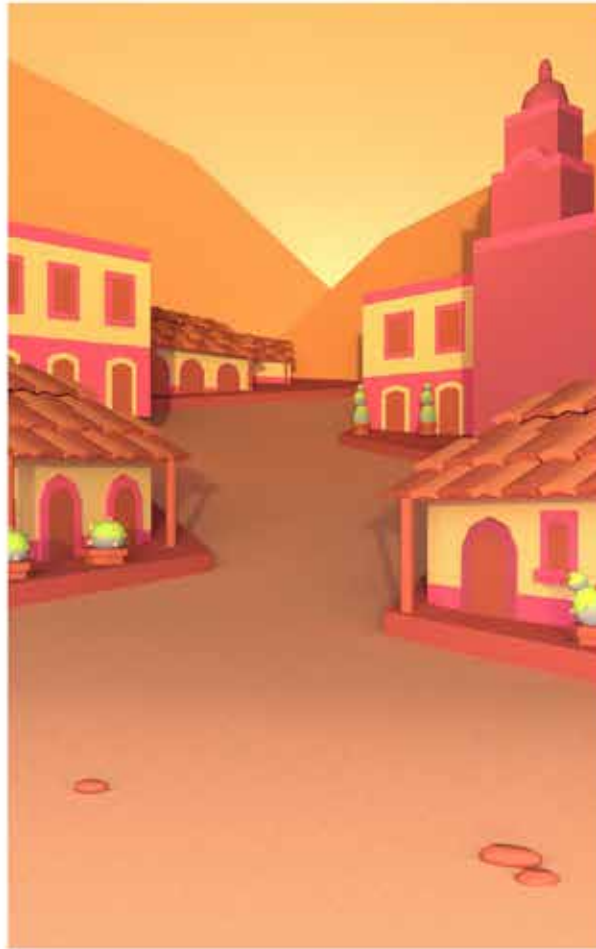
TEXTURE MAP



Some elements are
sprite sequences



Backgrounds



Conceptual identity

The zombie characters are based on Mexican stereotypes in their humorous version



Combining humor and gore
Blood, brains, bones



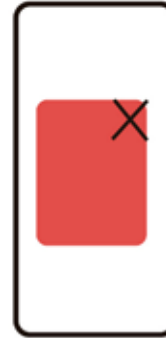
Advertising monetization

INTERSTITIALS



Full screen advertisement, however the user can close the window. We recommend to use it between each round. Every time the player loses, after showing score.

OFFWIRE



This type of advertising asks the player do some more complex task (survey, etc.) Offer it only to players who have reached their sixth session. If they complete the task they are awarded Zombie Pro. Every six sessions.



Remove advertising button for a price in real money.

Monetization "In App Purchases"

WEAPONS/ POWER UPS



\$ 10 

The purchase is made with the internal currency in the game, not real money.

SKINS



Without the zombie pro customization, they appear simple, semi-bound, and the same.



\$ 1 dls

The purchase is made with real money.



Collectible zombie carousel with name and description.

Monetization "In App Purchases"

GAME COIN = REAL MONEY

\$ 400 🪙 = \$15 dls

\$ 800 🪙 = \$25 dls

\$ 1600 🪙 = \$40 dls

In-game currency is purchased for real money at any time of the game.

OFFER
OF
DAY

Every day cheaper coins are offered, zombies or cheaper weapons.

Retention

DAILY REWARDS



OFFER OF DAY



ASSET BUNDLES

1 new weapon every week
1 new zombie every 15 days

ONBOARDING

In the first 30 seconds:

- You understood the game just by watching it
- You defeated a zombie
- You earned your first points
- You accomplished your first mission

Retention

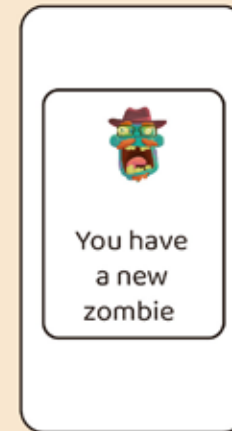
ANALYTICS

Save the player's progress in four key points to know where to leave the game to recognize what to improve.

DIRECTED ANALYTICS

Recognize which players contribute the most to advertising and which contribute the most to in-app purchases and focus the monetization strategy according to their profile.

PUSH NOTIFICATIONS



Remind the player that the game exists.

Retention

Themed zombies



According to different themes during the year, this in order to enhance visibility in virtual stores.

MISSION OF THE DAY



A new daily mission