Humans versus Zombie Fall 2016 Campaign

**Main Story Line and Missions**

**First (Opening) Mission – Thursday 20th**

Humans are gathered at starting location and are briefed on the rules of HvZ. They are told that government officials are on campus due to the upcoming debate. Humans are asked to split into two squads (balanced between experienced and non-experienced players) and elect a leader. Team leaders will receive better guns and asked to protect the Man in Purple while their squads are tasked with finding a missing classified package.

The package includes a note, which reads:

“CLASSIFIED PACKAGE. These serums experimentally manipulate genetic structures to improve soldier performance. May require 1-3 hours to take effect. Do not take with alcohol.”

Serums have batch labels:

* AF-07-00
* ZJ-16-12
* SP-24-06
* QR-96-06
* AX-23-00
* TH-66-12

Squads return to the team leaders and are informed that anyone who took the serum should report to the Man in Purple. They are told: "The man in purple will be waiting at the end of the tunnel."

Effects of Serums. Exact numbers decided on mission day for balancing.

* Immunity dose, not allowed to reveal this to anyone. The first time this individual gets hit by a zombie, they are immune and do not turn. After the first hit, the person is no longer immune
* Zombie
* Failed Experiment, no result

Squad leaders tell everyone to stay safe and about the optional News at Nine interview.

Hand out voting sheets for the side quest and alert everyone to the mission on Friday at 4:30.

News at Nine – Introduction of Side Quest

Interview anyone who took the serum on the Academic Quad

**Second Mission – Friday 21st**

Mission Type: Stationary Protection

During the debate, the humans must protect their candidate while the zombies attempt to turn her and the humans. Special cool down timer for this mission. Zombies who have been hit must return to the pre-determined location and get tagged back in. Humans receive a special turret nerf gun. The mission is over when both candidates have delivered their speeches.

News at Nine - Interview with Woman in White at the Townhouses

**Third Mission – Saturday 22nd**

Mission Type: Capture the Point

The two human squads must come together. The remaining humans must transmit a broadcast of yesterday’s debate to try and raise awareness of the zombie threat; however, the radio tower is on the fritz and they must triangulate the location where they can get the message to send using SHERLOCK.

Three locations: Curtis Clock, Tree outside Woman’s Studies, and Observatory. Each location must be held for five minutes by the humans while SHERLOCK triangulates the final location.

Final Location: Graveyard

The humans must hold the final location while the message is broadcast and the zombies attempt to overwhelm the humans.

There will be caution tape tied off between three trees. If a zombie crosses the caution tape without dying (or if it's too close to tell whether they crossed it before or after getting shot) the zombies win the mission. They have 3x minutes, where x is their respawn timer for the day. If the humans hold out for that long, they win.

News at Nine - Observe the enemy team and acquire footage on the Residential Quad

**Fourth (Final) Mission – Sunday 23rd**

Mission Type: Protect and Assassination

The election has begun. The humans must protect the ballot box location on Whitnall Field while the zombies come at them. Additionally, the humans may attempt to assassinate the Man in Black (zombie candidate) with a special sniper nerf gun provided for the mission.

The voting is open for 30 minutes, which is the duration of the mission. After the ballot box is closed, the Closing Ceremony commences. Whichever team got the most points is announced to have won the election (and thus the game)!

**Side Quest**

The side quest can be completed by the humans over the course of the event.

Humans and Zombies both must collect signatures in support of their candidate at approved locations prior to the end of HvZ. Each side will have pins to give out to supporters.

**NPCs**

Non-player characters created for the campaign were given a few key characteristics, but left broad in order to allow the individuals playing them a chance to bring their own flair to the character.

Man in Purple (Josh)

* Government official
* Kicks off the start of HvZ
* Alerts humans to serum results
* Acts very secretive and only gives straight answer when pressured

Man in Black (Jack)

* Pro-Zombie candidate
* Wants equal rights for zombies
* Charismatic, but definitely crazy

Woman in White (Savannah)

* Pro-Human candidate
* Wants to protect humans from the zombie scourge
* Headstrong and fierce

Reporter (Abbey)

* Runs News at Nine
* Starts of bright and bubbly, but grows more jaded as the election progresses

SHERLOCK Technician (Ben)

* Very scared of the zombies, paranoid and jumpy when they are waiting for SHERLOCK to triangulate

**Game Mechanics and Balancing**

Assumed: 20 humans begin play

Team with the most points wins

*Scoring methods are not revealed until after the game, if at all*

**Game Balance Checks:**

* After Friday mission, humans should maintain advantage
* After Saturday mission, advantage should be slightly human favor
* After Sunday mission, zombies should maintain advantage

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| **Mission** | **Possible Point Value and Earning Requirements** | **Amount Earned** |
| Thursday Package Retrieval | 20 for human retrieval  -20 if package is abandoned |  |
| Friday Debate Defense | 20 if Woman in White is alive  -20 if Woman in White dies |  |
| Friday Human Attendance | 1 per human |  |
| Friday Zombie Attendance | 2 per zombie |  |
| Friday News at Nine | 10 if both NPCs are alive  -10 if Reporter dies |  |
| Saturday Sherlock Defense | 20 if Sherlock is defended and Technician is alive  -20 if Technician dies |  |
| Saturday Human Attendance | 1 per human |  |
| Saturday Zombie Attendance | 1 per zombie |  |
| Saturday News at Nine | 10 if humans successfully help Reporter  -10 if zombies successfully help Reporter |  |
| Sunday Assassination | 20 if Man in Black is killed  -20 if Man in Black lives |  |
| Sunday Votes | 1 per human vote |  |
| Sunday Human Attendance | 2 per human |  |
| Sunday Zombie Attendance | 1 per zombie |  |
| Side Quest Vote Collection | Locations are awarded by majority vote  15 points per human location  -15 points per zombie location |  |

**Zombie Respawn Timer,** to be announced/changed at the beginning/end of missions

* Timer begins at 3 minutes, for every 3 humans turned (does not include OZ), timer increases by 1 minute

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| OZs only | 3 min |
| 3 turned | 4 min |
| 6 turned | 5 min |
| 9 turned | 6 min |
| 12 turned | 7 min |
| 15 turned | 8 min |
| 18 turned | 9 min |