

STAR WARS: THE BAC DISEASE (working title)

Potential real titles:

- Star Wars: Infection
- Keeping the working title

Story Synopsis

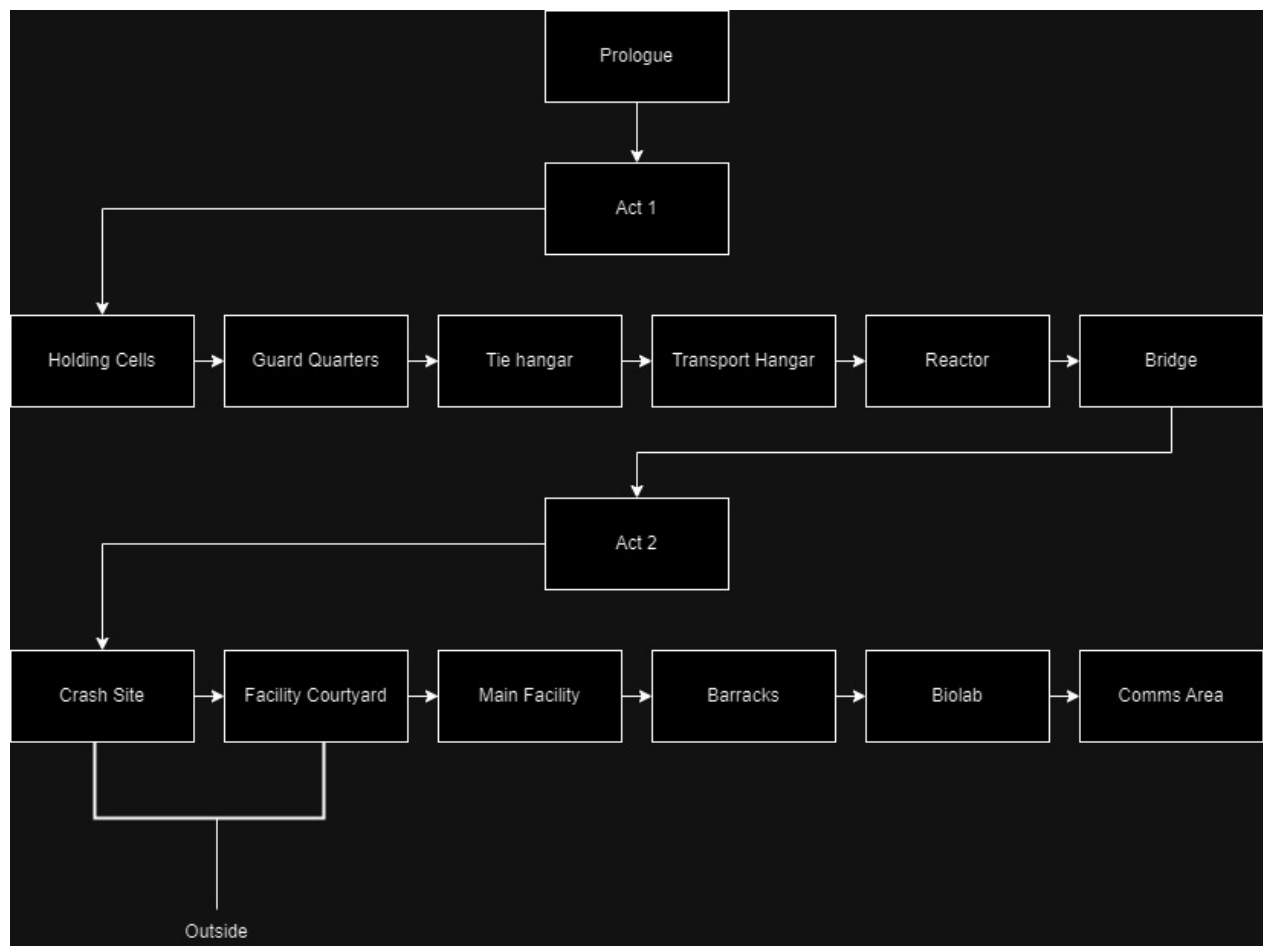
The game takes place in 2 locations. The first location (Cold Open + Act 2) take place on the planet Eobac, a once icy planet that was the location of an Imperial research facility and base. Because of this activity, the ice has melted and what's left is a swamp.

Act 1 of the game takes place on the Imperial Star Destroyer Raster, which is currently transporting rebel prisoners as well as a great deal of Stormtroopers across the galaxy.

The game takes place right before A New Hope, during the same galactic year (0 BBY) as Rogue One

During the Cold Open, players play as four unnamed stormtroopers exploring Eobac. For the rest of the game, players play as four named rebels with unique classes (see character section)

Story Structure:



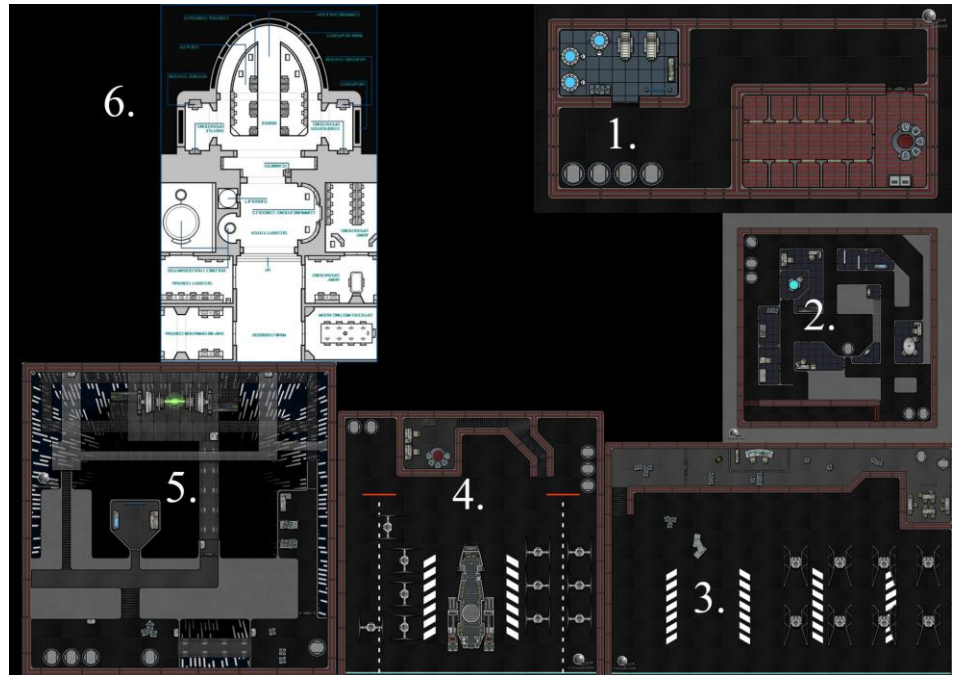
Gameplay:

The game is a first person shooter, group of players versus enemies/enemy waves, otherwise known as a horde shooter. Players have a variety of weapons at their

disposal, and when they go down, they can be revived if another player stands near them for an extended period of time. At the start of Act 1, players can pick between four different characters, each with a unique class and playstyle.

Act 1 Map

- 1) Holding Cells
- 2) Corridors/Guard quarters
- 3) TIE Hanger
- 4) Transport Hangar
- 5) Bridge Reactor
- 6) Bridge



Act 1 Missions:

Mission 1: Escape from the Detention Block

Mission 2: Make your way through the guard quarters.

first skill choice unlocked

Mission 3: Defeat hordes in the Tie Hanger.

Mission 4: Make your way through the transport hanger, realize the force field needs to be deactivated in the bridge.

Mission 5: Clear the bridge reactor of zombies

second skill choice unlocked

Mission 6: Reach the bridge, deactivate the shields, and make your way back to the transport hanger. Fend off waves of zombies as the ship prepares for flight. Escape the star destroyer.

Act 2 Maps (crash site is Mission 1, the rest of the missions take place on the map below)

Act 2 Missions:

Mission 1: Leave crash site, head towards base.

Mission 2: Enter the first section of the research base.

third skill choice unlocked

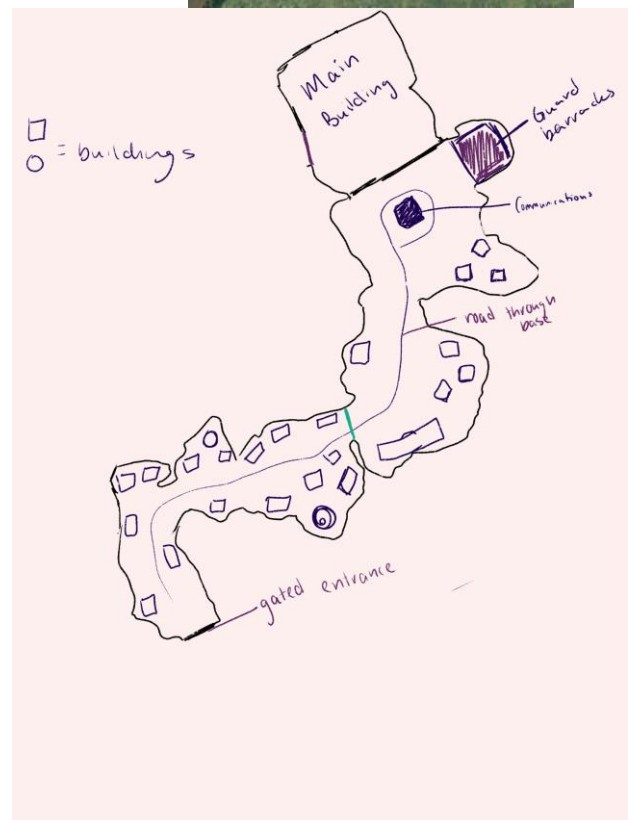
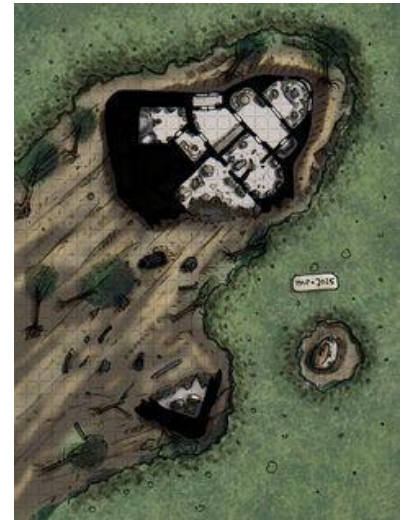
Mission 3: Get through the second section of the research base.

Mission 4: Get through the third section of the research base.

Mission 5: Go into the main building and activate the communications tower.

last skill choice unlocked

Mission 6: Defend communications tower against hordes of zombies while you wait for the rebel alliance to retrieve you.



LEVEL WALKTHROUGH

Mission: Cold Open

Description: A squad of four troopers is deployed by their captain to the planet of EOBAC to investigate the cause of an Imperial Research Lab going completely silent.

NOTE: THESE ARE NOT THE CHARACTERS YOU PLAY FOR THE REST OF THE GAME. YOU ONLY PLAY AS THESE CHARACTERS FOR THE COLD OPEN, WHICH DETAILS THE INCITING INCIDENT. YOU DO NOT PLAY THESE CHARACTERS ANYWHERE ELSE IN THE GAME.

Opens in the third person, camera slides into characters to become the first person.

A little window shows a picture of their commander, another trooper who has an orange shoulder cover, as she instructs them on the mission.

Commander Lines	
At the beginning of the mission.	"Your squad is tasked with finding where our research scientists have run off to. They haven't sent any transmissions for a week and they aren't answering ours. As far as we know, they should still be on base. That's where you all should head. I'll mark it on your maps."
During combat tutorial.	"The local wildlife can be sort of unpredictable, feel free to clear them out if you need to."
Once players have reached the base.	"It's possible the base's communications have malfunctioned somehow; I'm sure once you talk to them, everything will be cleared up."
When the troopers enter the inner lab and transmissions are cut.	"Up ahead is the main lab, that might be where-" "Make sure to save any-" "-before you leave."

Cutscenes and walkthrough:

Once the players exit the transport ship, they step foot on the planet of Eobac, a once icy planet that has been reduced to a humid mix of swamps and rainforests.

Once players have walked a bit towards the research base and have reached a clearing, they will be hit with a COMBAT TUTORIAL.

The combat tutorial consists of players learning the shooting, running, and throwables mechanics while fending off dog-like animals that are native to the planet.

Once the players have finished the combat tutorial, they can continue to the base.

The base consists of multiple buildings, with the main building being the furthest away from the entrance and the buildings leading up to it being smaller.

The players DO NOT have to search the smaller buildings if they don't want to. If they do search the smaller buildings, they will come across extra throwables, small health kits, and gun attachments.

Once they reach the entrance of the main building, this dialogue triggers.

IN GAME DIALOGUE WITH COMMANDER IN CORNER MINI-SCREEN

STORMTROOPER 1

How many people were supposed to be at this research base?

STORMTROOPER 3

Nearly 500.

STORMTROOPER 2

(into communication link)

Commander, there's nothing here. No people, no bodies. The whole place is just... empty.

The communication link CRACKLES.

COMMANDER (V.O.)

That many people don't just vanish from thin air. Have you checked everywhere?

STORMTROOPER 4

(into comm link)

We still haven't checked the main building.

COMMANDER (V.O.)

Then go there, and find me those goddamn scientists.

END DIALOGUE

The players arrive at the main building to find the doors already open. The lobby is empty; everything looks like all the people were suddenly told to leave. As they move further into the building, a different story is told.

Bodies start popping up, only a few at first but growing in number until they pile up in the halls. When the players come across the bodies, this in-game dialogue triggers.

BEGIN IN-GAME DIALOGUE

STORMTROOPER 1

(into comm link)

Captain, we found some of the scientists, they're dead. We'll continue to search the building, but it's not looking good.

COMMANDER (V.O.)
Have you found any trace of what might have killed them?

STORMTROOPER 1
(into comm link)
Nothing so far. We'll keep you updated in the search. Over and out.

END IN-GAME DIALOGUE

The players can then enter the center of the facility.

The center of the facility is a massive lab, usually kept under strict security and meticulously disinfected.

When the troopers arrive at it, it's in ruins.

Quarantine doors are open with one of them lying on the ground, the glass completely shattered. More glass from shattered windows litter the floor like spilled crystals. It'd be beautiful, if not for the sheer amount of blood that coats everything. The blood is thick and brown, a sludge that suggests it's had time to sit before the arrival of the troopers.

The players move slowly here as they approach the ruined door. Blood and glass squelches beneath their boots.

The source of the massive amount of blood becomes obvious as the troopers enter the heart of the lab. Petri dishes in a fridge contain massive growths that break through the glass of the door and web all over the room. Stuck in this organic web are the scientists, hanging from the ceiling and sprawled across the floor with hands reaching towards an unseen savior.

The troopers explore the center room, getting the chance to inspect several different aspects.

- The **bodies**
- The **webs**
- The **lab equipment**
- The **pulsing bulbs** contained in the web (suspiciously egg shaped)
- A **mutated body** in the center of the room may also be inspected. The skin is weirdly shiny and almost iridescent. Little barbs poke out in every direction. The hands have become claws, and the toes have merged, making the feet look more like spikes.

Trooper Interaction Lines	
Interaction lines for generic dead bodies	"Wonder how you ended up here." "That's... disgusting."

	"Let's hope we don't end up like that." "When we come back here we should bury them. It feels wrong to leave them here." "We'll figure out what happened to you." "Hm." "What did this do to them?"
Interaction lines for webs.	"I don't like the look of those." "Where did these come from?" "I am not touching those." "These webs seem... alive." "Try not to touch these things." "Ew." "Wouldn't want to get stuck in those."
Interaction lines for lab equipment.	"Looks broken." "I have no clue how to use that." "It's weird that all of this was left out." "Guess the scientists won't be using these any time soon."
Interaction lines for bulbs.	"That thing is pulsing." "Don't wanna go near that." "What is that?" "I think these things are growing." "Looks like it might burst." "I want to poke it."

The players progress if

- A player inspects the mutated body
- The group tries to leave the room.

Cutscene: The body on the table lurches up, teeth gnashing at the players as they retreat. The bodies on the ceiling drop to the ground. The ones on the floor rise up, leaving some limbs behind as they're too tangled in the webbing on the ground.

Combat begins!

ESCAPE THE FACILITY

The troopers will need to retrace their steps to escape the facility while hordes of these zombie scientists pour out of the rooms, get up from the floor, and emerge from the webs.

THIS SECTION IS FORCED FAILURE

No matter what the players do, they will be overrun by the zombies

(End mission)

Gameplay and Character Classes

Each class has access to special skills. When selecting the character, they will have an initial skill that is granted when selected. Upon reaching the halfway point in Act 1, the final mission of Act 1, the halfway point of Act 2, and the final mission of Act 2, the players are given a choice between two different skills that they can pick. The skills incentivize flexibility within a class's roles and potential replayability.

Class 1: The Medic

"The backbone of any team, the Medic specializes in keeping teammates alive, or bringing them back from the brink. This healing nature doesn't mean they can't bring justice down onto their enemies, as underestimating a medic will be your last mistake"

Play style/weapons - healing, reviving; rapid-fire pistols,

Skill descriptions

- ★ Innate: "I'll Keep You Alive"
 - You heal the other players 10% faster and can carry more medkits (+10% healing speed, +1 medkit capacity)
- ★ First Choice: "Quick on my Feet" or "Not on my Watch!"
 - Quick on my Feet: +10% movement speed
 - Not on my Watch!: +15% revival speed
- ★ Second Choice: "Learning For Survival" or "Healing with Vengeance"
 - Learning for Survival: +10% healing power
 - Healing with Vengeance: Small self healing when killing enemies
- ★ Third Choice: "Healer's Shield" or "It's Never Enough"
 - Healer's Shield: Take less damage while reviving a player
 - It's Never Enough: +2 medkit capacity
- ★ Last Choice: "Never Giving Up" or "I'm My Own Savior"
 - Never Giving Up: Grants 25% temporary damage boost after healing an ally (goes down over the span of 30 seconds). Healing again while the boost is active resets the timer.

- I'm My Own Savior: Self revival with long cooldown.

★ Medic Profile - Jareem (he/him)

- Personality description (for help of writing) - Jareem is a very cold and calculating individual, but has a knack for bringing people from the brink. Against his will, he's never allowed on solo missions as his healing abilities are too invaluable. He works with his teammates begrudgingly at first, but then comes to tolerate, and hell forbid, like their presence. Healing them changes from a duty to a privilege.
- Backstory (for help with writing/throw your silly references to your story here) - Jareem is a veteran within the Rebel Alliance, one of the best healers that they have recruited. He's been through attempted coups, dangerous missions, and more. He's been captured by Star Destroyer Raster due to his abilities.



Class 2: Marksman

"Specializing in medium and long range, the Marksman excels at picking enemies off one at a time, and targeting specific weak points in armor and flesh."

Play style/weapons - medium and long range damage, accuracy; assault rifles, snipers,

Skill descriptions

- ★ Innate: "I'm Their Last Surprise"
 - You gain a damage bonus to rifles that scales with distance from the enemy (caps at a certain distance [mid-range])
- ★ First Choice: "Most Weaknesses are the Head" or "Can Never Have Enough"
 - Most Weaknesses are the Head: +10% Headshot Damage
 - Can Never Have Enough: +15% ammo capacity
- ★ Second Choice: "Obvious Glowing Spots" or "Rotting Armor"
 - Obvious Glowing Spots: 10% bigger weak point area on enemies
 - Rotting Armor: Shots do 50% more damage to enemy armor
- ★ Third Choice: "Better Coolers" or "Potent Force"
 - Better Coolers: 25% Reload/Recharge Speed
 - Potent Force: 10% damage upgrade
- ★ Fourth Choice: "Taking Care of Myself" or "Armor? What's That?"
 - Taking Care of Myself: small Self-heal with medium-length cooldown

- Armor? What's That?: Shots pierce through light armor



Marksman Profile - Etticus (he/him)

- ★ Personality description (for help with writing) - Etticus is a calm, focused individual with a steady hand. His smile is a rare one but is always a welcome sight on the battlefield. This dry sense of humor might come off as hostile at times, but don't be fooled; this marksman always has his team's best interest in mind.
- ★ Backstory (for help with writing/throw your silly references to your story here) Etticus started out as a bounty hunter but joined the Rebellion after leaving his hunting guild due to the death of his partner. Since then, he's kept his feelings close to his chest and focused on taking down the Empire. He learned from the recklessness of his youth and became the perfect captain in the war, earning more and more infamy with each battle. He was taken captive on the Star Destroyer *Raster* after his squadron was destroyed in a trap set near Dantooine and interrogated for the rebel fleet movements.

Class 3: Brawler

"The Brawler loves to be up close and personal, threatening enemies with a shotgun blast. They've also had special training to take a hit or three, spectacularly."

Play style/weapons - up close, tanking; shotguns, gauntlets, batons,
Skill descriptions

- ★ Innate: "I'm my Own Weapon!"
 - Your melee attack hits harder and applies a knockback effect to enemies.
- ★ First Choice: "My Guns Are Right Here!" or "An Extra Layer of Muscle"
 - My Guns are Right Here!: +15% Melee Damage
 - An Extra Layer of Muscle: +10% Max Health
- ★ Second Choice: "Too Fast for Ya!" or "Hey! Over Here!"
 - Too Fast for Ya!: +15% attack speed
 - Hey! Over Here!: Makes you more likely to be targeted by enemies
- ★ Third Choice: "All My Little Friends" or "Maniacal Laughter"
 - All My Little Friends - +10% ammo capacity
 - Maniacal Laughter - max health increase
- ★ Fourth Choice: "I'll Be Your Shield" or "A Great Offense is the Best Defense"

- I'll be Your Shield: Gain a regenerating shield that adds onto your health (10% of base health, medium regen fully depleted, short regen if not fully depleted)
- A Great Offense is the Best Defense: 5% reduced damage from all sources, +15% weapon damage

Brawler Profile - Holo (he/him)

- ★ Personality description: Holo is reserved and stern. He once was a more cheerful kid until his home was slaughtered by the Empire and his oldest friend turned against him. Nowadays, he will snap out at those who wrong him with a brutish personality.
- ★ Backstory: Holo was once friends with a Jedi who protected his hometown. When the Empire arrived, his friend stayed behind to fend off the Sith Inquisitor in charge of this massacre. For many years, Holo worked in a warp drive manufacturing facility in an Imperial-occupied city until his friend came back as a Sith. Holo refused to join his friend's side, which ended in them fighting to the death. Holo emerged victorious and escaped the planet. He became a Rebel soldier some time after, which is what got him into the situation he is in now.



Class 4: Demolitionist

"The Demolitionist is the best answer for crowds. Whether it's with a spare grenade or a shot from a launcher, many enemies find themselves at risk of getting blown up by the demo."

Play style/weapons - AOE damage, explosions; Grenade launchers, flamethrower, Skill descriptions

- ★ Innate: "Homemade Explosions"
 - Your throwables have a larger explosion radius and do 15% more damage
- ★ First Choice: "Boom Boom!" or "The More the Merrier"

- Boom Boom!: +10% explosion radius
- The More the Merrier: +1 grenade capacity
- ★ Second Choice: “Fight Virus with... Fire?” or “Electrical Tendencies”
 - Fight Virus with... Fire?: exclusive access to Thermal Detonator Grenade type (akin to thermal detonator, but also creates area of fire for X seconds, enemies in area take Y damage per second)
 - Electrical Tendencies: exclusive access to Ion Grenade type (akin to Ion Grenade but also chain lightning.)
- ★ Third Choice: “I’m not a Threat...” or “This Bomb’s for You!”
 - I’m not a Threat: Enemies are slightly less likely to target you
 - This Bomb’s for You!: +10% grenade damage
- ★ Fourth Choice: “I Know My Place Now” or “Explosions! Yippee!”
 - I Know My Place Now: +10% bonus damage dealt to enemies targeting other players
 - Explosions! Yippee!: +5% ammo capacity, bonus damage on larger enemies

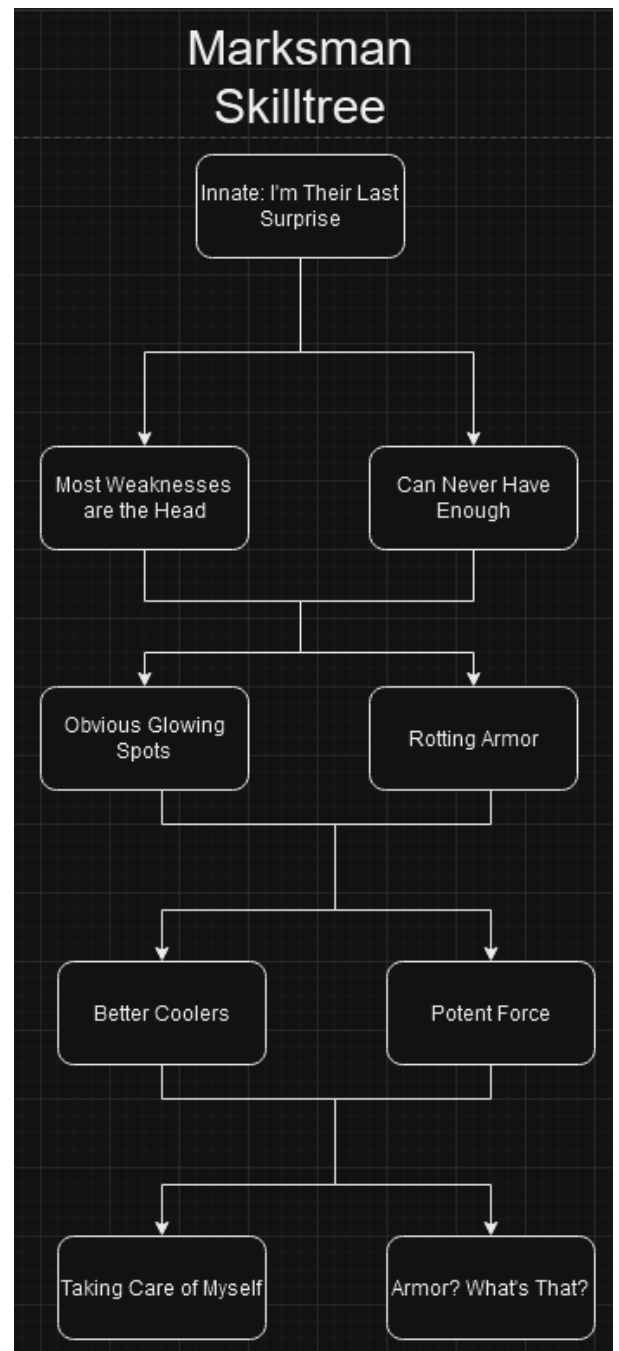
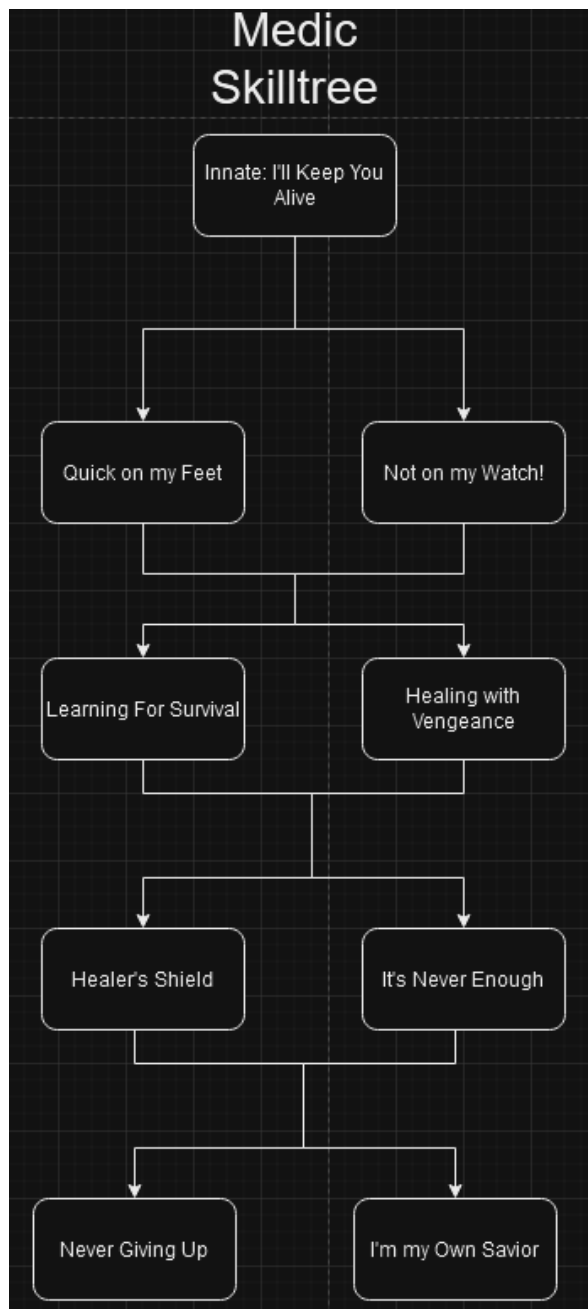
Demolitionist Profile - Orz (they/them)

Personality description (for help with writing) - Orz is an easygoing Twi’lek with a special interest in explosives. They’re super energetic and love to tease their fellow Rebels. Get to know them, however, and they reveal a missing memory and an ever present sense of estrangement. Regardless, they’re dedicated to taking the Empire down, threatening planet zombies included!

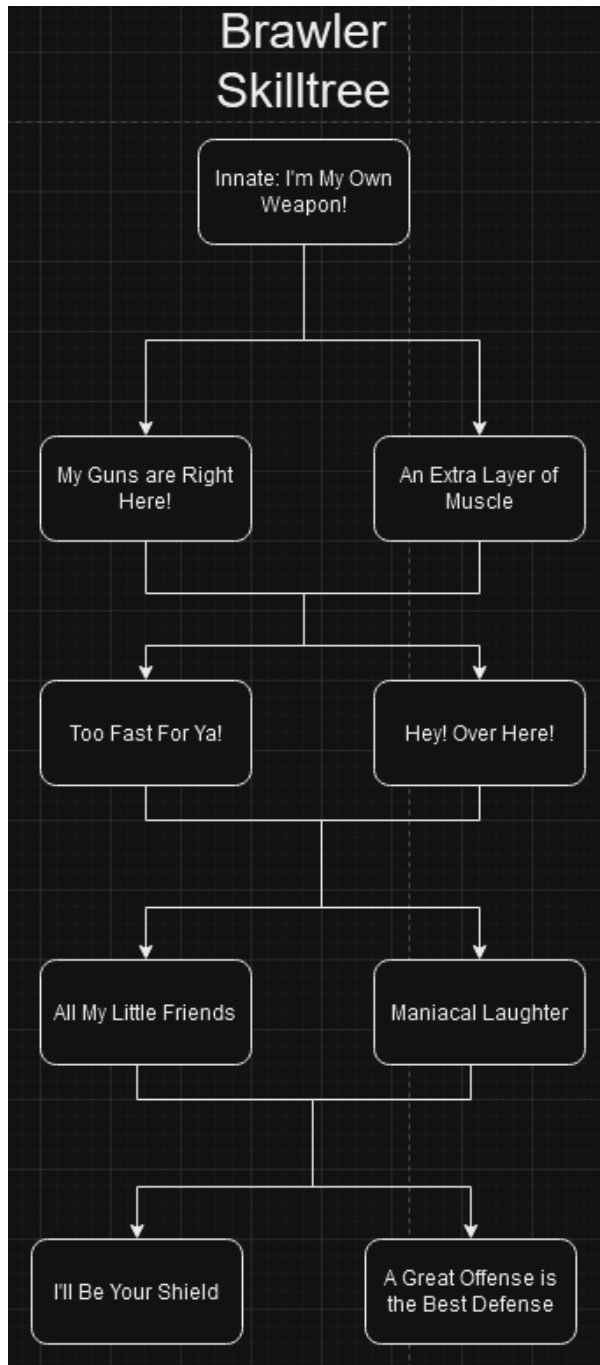
Backstory - One day, Orz woke up on the streets of Coruscant with a weird scar and a name, that being their own. They wandered for a while and eventually found the rebellion. They quickly became well known for crafting insanely effective explosives with little material, to the anger of the Empire. Despite their fame, they felt like they didn’t belong, and that a part of themselves is missing. The “part” isn’t their missing hairtail or anything like that, but a twin brother that’s only in memories they no longer have. They were taken by the Star Destroyer *Raster* because the Empire deemed their skills too valuable for them to just be executed.



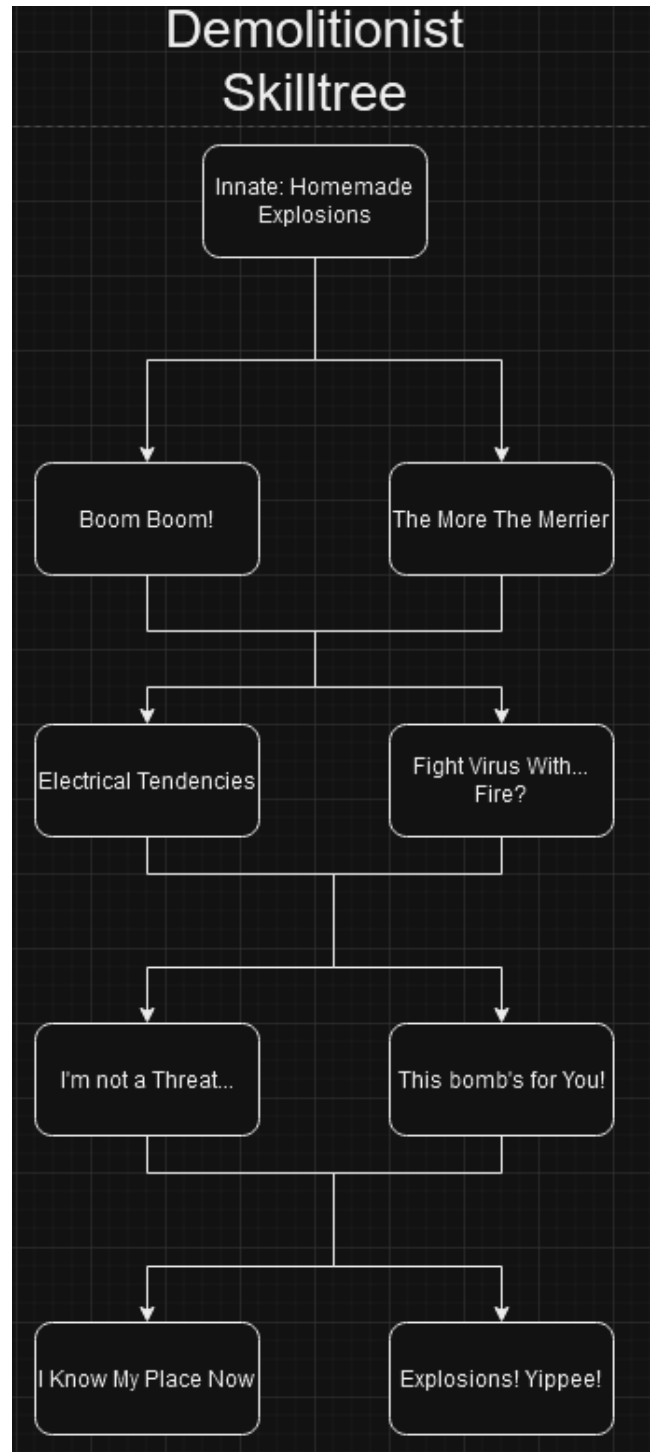
CLASS SKILLTREES



Brawler Skilltree



Demolitionist Skilltree



WEAPONS

Weapons	Medic	Marksman	Brawler	Demolitionist		General (all classes can use)	
	E-11P blaster	E-11 medium blaster rifle	Shotgun (literally the name of a gun)	E-11D blaster carbine		Blaster Pistols	Melee Weapons (Riot Shield and Power Hammer Excluded)
	Bryar pistol (confiscated)	E-22 reciprocating double-barreled blaster rifle	CA-87 Blaster	T-7 ion disruptor rifle		Blaster Rifles (Snipers and Disruptors Excluded)	Throwables
	Bluebolt blaster (confiscated)	E-10 blaster rifle	Blast Cannon	Grenade launcher			
	SE-14r light repeating blaster	E-10R blaster rifle	Scatter Gun	MPL-57			
	Blaster pistol	E-11b blaster rifle	C-M Frag Storm Heavy Shotgun	4.4 grenade launcher			
	DL-44 heavy blaster pistol	ARC-9965 blaster rifle	Flechette Launcher	T-8 disruptor			
	RSKF-44 heavy blaster	Heavy Infantry Cannon	Imperial Heavy Repeater	Relby-v10 micro grenade launcher			
	DG-29 heavy blaster pistol	Imperial Supercommando Blaster Rifle	Vibroblade (confiscated by captured assassins and pirates)	Concussion grenade launcher			
	Heavy blaster pistol	DLT-19D heavy blaster rifle	Pipe	RGL-318 rotary grenade launcher			
	A-180 blaster (confiscated from captured Rebels)	DC-15A blaster rifle	Riot Shield	Proton grenade launcher			
		Valken-38x	Stun Baton				
		DLT-19x targeting blaster	Wrench				
		DLT-20A blaster rifle	Resonator Mace				
		F-11D blaster rifle	S-40 Assault Techblade				
			Crowbar				
			Knife				
			Machete				
			Power Hammer				

BARKS

Note: most of these don't play all the time, just so they don't get annoying. The only ones that play 100% of the time are downed lines and "last standing" lines

Jareem

<u>Event</u>	<u>Tone</u>	<u>Line</u>
First spotting zombified enemies	whisper	"What in the hell..."
Enemies spotted, not noticed (Act 1)	whisper	"Enemies ahead"
Enemies spotted, not noticed (Act 2)	whisper	"More of those guys..."
Spotted enemies see player	Commanding yell	"No choice but to engage!"
Mid-fight	Moderate yell	"Keep 'em coming!"
Mid-fight	Moderate yell	"It's not over yet."
Mid-fight	Triumphant yell	"We're doing great."
New wave (final mission)	Commanding yell	"More on the way!"
Headshot	Triumphant	"Still got it."
Spider-zombie spawns	Commanding yell	"Spider guy swinging at us!"
Beetle-zombie spawns	Commanding yell	"Beetle guy up ahead!"
Downed	Concerned yell	"Someone get me up!"
Reload	neutral	"Reloading."
Impact grenade thrown	Commanding yell	"Grenade!"
Smoke bomb thrown	Commanding yell	"Making cover."
Healing (general)	cold	"Patching you up, hold still."
Healing Etticus	Considerate	"Keep focused on their heads"
Healing Holo	considerate	"Don't let them overpower you."

Healing Orz	teasing/considerate	"The flames get too hot?"
Reviving a player	reassuring	"Come on, up and at 'em."
Reviving self	Determined yell	"Not going down that easy!"
Etticus Downed (Act 1)	Concerned yell	"Sniper down!"
Etticus Downed (Act 2)	Concerned yell	"Etticus, we can't lose you now!"
Holo Downed (Act 1)	Concerned yell	"Tank down!"
Holo Downed (Act 2)	Concerned yell	"Holo's down???"
Orz Downed (Act 1)	Concerned yell	"Demo down!"
Orz Downed (Act 2)	Concerned yell	"Now is not your time, Orz."
Last one standing (Act 1)	annoyed yell	"Of course I'm the last one left."
Last one standing (Act 2)	Determined yell	"This won't end with me!"
End of encounter (Act 1)	satisfied	"I guess we're done here."
End of encounter (Act 2)	concerned	"Everyone okay?"

Etticus

<u>Event</u>	<u>Tone</u>	<u>Line</u>
First spotting zombified enemies	perturbed	"That... doesn't look normal."
Enemies spotted, not noticed (Act 1)	Informative whisper	"I spot more of them, up ahead."
Enemies spotted, not noticed (Act 2)	Exasperated whisper	"Ugh, there's more..."
Spotted enemies see player	Commanding yell	"Damn, engaging the enemy!"
Mid-fight	encouraging	"Keep knocking them down!"
Mid-fight	elated	"We're on a roll!"

Mid-fight	joking	"It's us against the horde!"
New wave (final mission)	commanding	"It's not over..."
Headshot	triumphant	"Got you."
Headshot	determined	"Time to do it again."
Spider-zombie spawns	Commanding yell	"Creepy crawlies on the way"
Beetle-zombie spawns	Commanding yell	"Big guy comin... But I know where to shoot it!"
Downed	pained	"I can't die yet..."
Reload	neutral	"Need more bullets."
Impact grenade thrown	Commanding yell	"Explosives coming out!"
Smoke bomb thrown	Commanding yell	"Smoke on the ground!"
Self-heal activated	refreshed	"Feeling better already."
Destroying armor	elated	"Ha! Feeling exposed?"
Jareem Downed (Act 1)	Concerned yell	"Healer's down!"
Jareem Downed (Act 2)	Concerned yell	"Jareem, we still need you."
Holo Downed (Act 1)	Concerned yell	"There goes the tank."
Holo Downed (Act 2)	Concerned yell (joking)	"Holo, get your ass up!"
Orz Downed (Act 1)	Concerned yell	"Where'd the explosions go?"
Orz Downed (Act 2)	Concerned yell	"Orz, this is not how you die!"
Last one standing (Act 1)	exasperated	"And yet, it's always up to me..."
Last one standing (Act 2)	Commanding yell	"I won't let us all die here!"
End of encounter (Act 1)	satisfied	"Done and dusted."
End of encounter (Act 2)	determined	"Let's press on."

Holo

<u>Event</u>	<u>Tone</u>	<u>Line</u>
First spotting zombified enemies	Moderate Yell	"Take out whatever this thing is!"
Enemies spotted, not noticed (Act 1)	Whisper	"Hey, over there."
Enemies spotted, not noticed (Act 2)	Whisper	"Watch out for those guys."
Spotted enemies see player	Moderate Yell	"They noticed us."
Mid-fight	Yell	"Is that all you got?"
Mid-fight	Yell	"Who's next?"
Mid-fight	Yell	"C'mon! Step right up folks!"
New wave (final mission)	Exhausted	"Time for round 2."
Headshot	Joking	"Your face actually looks prettier this way."
Melee kill	Joking	"Nothing can surpass THESE guns!" (implied flexing)
Spider-zombie spawns	Disgusted	"That's too many legs."
Beetle-zombie spawns	Joking	"You're a tough one aren't ya?"
Downed	In Pain	"Can I get a hand over here?"
Reload	Annoyed	"One sec, I'm reloading."
Impact grenade thrown	Yell	"Cover your ears!"
Smoke bomb thrown	Yell	"Smoke out."
Shield down	Annoyed	"Gah! My shield's down."
Shield up	Enthusiastic	"We're back in business!"
Jareem Downed (Act 1)	Concerned yell/ joking	"Hey! You're the one who's supposed to be picking us back up!"

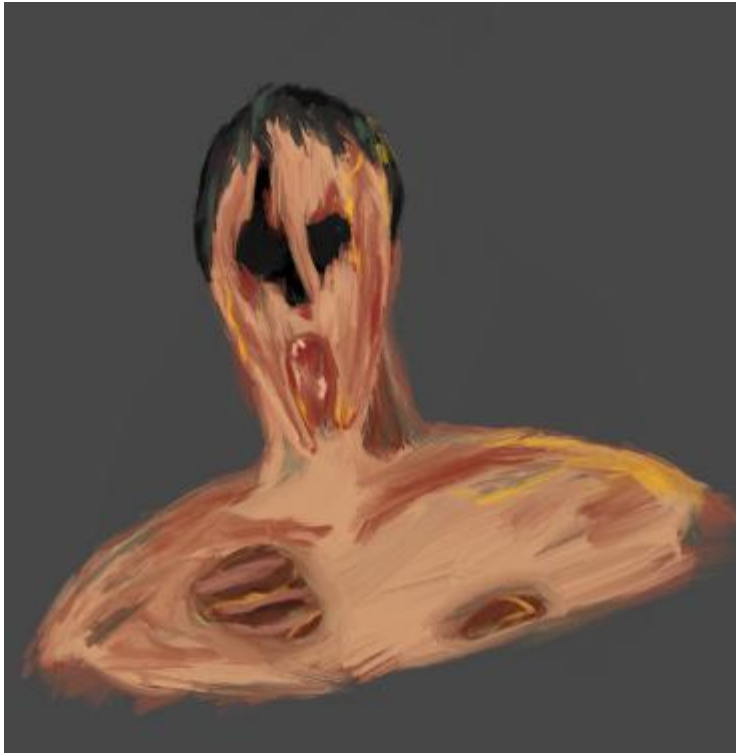
Jareem Downed (Act 2)	Concerned yell	"Medic down!"
Etticus Downed (Act 1)	Joking	"You got a sharp eye, but I guess you didn't see that one coming."
Etticus Downed (Act 2)	Concerned yell	"Our rifleman is down!"
Orz Downed (Act 1)	Concerned yell	"A grenade won't get you out of that one."
Orz Downed (Act 2)	Concerned yell	"Demo is down!"
Last one standing (Act 1)	Yell	"C'mon! Come get some!"
Last one standing (Act 2)	Yell	"I ain't dying without bringing you down with me!"
End of encounter (Act 1)	Exhausted	"I could go for a bite to eat when we get out of here."
End of encounter (Act 2)	Exhausted	"Are we done here?"

Orz

<u>Event</u>	<u>Tone</u>	<u>Line</u>
First spotting zombified enemies	Distressed whisper	"Eugh, what are those things?"
Enemies spotted, not noticed (Act 1)	Distressed whisper	"More of them?"
Enemies spotted, not noticed (Act 2)	Exasperated whisper	"Oh boy..."
Spotted enemies see player	Alarmed	"Aw crap!"
Mid-fight	Excited yell	"We have this, you guys!"
Mid-fight	Worried yell	"Gah, they're everywhere!"
Mid-fight	Moderate yell	"They won't stop!"
New wave (final mission)	Commanding yell	"There are more on their way!"

Headshot	Excited yell	"Who knew I could do that? Not me!"
Spider-zombie spawns	Commanding yell	"We got crawlies!"
Beetle-zombie spawns	Commanding yell	"Big boy coming up!"
Downed	Pained yell	"Oh, that's not good."
Reload	informative	"Gotta reload!"
Impact grenade thrown	Commanding yell	"Present for ya!"
Smoke bomb thrown	Commanding yell	"Laying down some cover!"
Thermal detonator thrown	Commanding yell	"Heating things up!"
Ion grenade thrown	Commanding yell	"Time for a shock!"
Jareem Downed (Act 1)	Concerned yell	"Oh crap, someone get the healer!"
Jareem Downed (Act 2)	Concerned yell	"Jareem, you're not dying today!"
Etticus Downed (Act 1)	Concerned yell	"Hey, dude, get up!"
Etticus Downed (Act 2)	Concerned yell	"Etticus! It's not your time yet!"
Holo Downed (Act 1)	Concerned yell	"Come on big guy, you're better than this!"
Holo Downed (Act 2)	Concerned yell	"Holo, this isn't the end for you."
Last one standing (Act 1)	scared	"Oh, this is not how I want to die!"
Last one standing (Act 2)	Determined yell	"I'm not letting this end here!"
End of encounter (Act 1)	Hopeful	"Well, maybe that's the last of them!"
End of encounter (Act 2)	Exasperated	"Finally, a break..."

THE VIRUS



The virus is part of a hive mind. The longer zombies are infected, the more insect-like they become. Bitten individuals **must die** to become zombies.

The center of the hive can transfer consciousness between infected individuals, speaking for the hive through the zombies. The virus itself serves as the defense of the planet. Due to the Empire's destruction of the planet, the virus has been awoken.

Regular: Medium speed, normal rotting zombies.

Gun Runners: Zombies with guns molded into one of their arms. Can and will shoot.

Wasp-zombies: Zombies with wings. Can fly and spit venom at players that causes decay.

Spider-zombies: Fast, can shoot webs which slow and stun players

Beetle-zombies: Large, slower zombies with armor. Cause damage through large swings, burst charges, and have extremely increased health.