
Subject: Zombie survival.

Posted by [Viking](#) on Mon, 19 Feb 2007 09:44:46 GMT

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So, I had a fun idea. For a game mode. You start on the survivors team, who are still alive and human, and when you are killed by the zombies it switches you to the undead team.

I made a nice house for the survivors to hide in well zombies try to kill them. You start out with a automatic pistol and a knife. The pistol holds 12 ammo in a clip and you get 96 extra ammo. There will be more scattered about the level. After 15 minutes or so if there are still survivors the survivors win if the undead team can kill all of them than they win! The undead will have biting a really high jump! At first there will be zombie bots who have 2times the normal health as a normal zombie because bots are dumb.

After you get so many kills you will be rewarded with better weapons when you are a survivor.

Kills-Weapon

10 - A better handgun
20 - m16 automatic rifle
30 - Shotgun
40 -Flamethrower
50 - Frag Grenades

You can choose different zombies!

Normal Zombie -Slowish but has lots of health and dose good damage

Fast zombie -Fast and dose medium damage and has low health but can jump really high

Suicide zombie- Explodes and damages anything friendly or enemy around him, medium health and speed.

Also I might make the map dark and add a flashlight!

Who thinks this is a good idea? Also can someone make a zombie skin for one of the characters?
