Describe the story arc for your game. What happens in the beginning, middle, and end? Is there a central dilemma or crisis that the player character has to overcome?

Overview:

A typical zombie virus outbreak has turned most of the human race into mindless monsters. The science and explanation behind this has been done and redone a zillion times in other fiction, and the actual detailed background of the catastrophe isn't terribly important.

The relevant details are that: The zombie virus acts similarly to many in fiction, it takes up to a week to turn a sane person into a mindless, brain-munching, walking corpse, and during this process the infected will slowly become delusional and more aggressive.

Beginning:

The start of the game is a linear series of short events. It starts with the player and a small group of NPCs fleeing to avoid the infected. The former hiding place that the characters had been taking refuge in was compromised when an infection manifested itself in one of the members inside. The group contains many military personnel, and the current destination is a small military base containing a chemical lab and a bunker, as well as other facilities.

At some point in searching for refuge, the group has a run-in with a large mob of infected. Several of the NPCs and the player's character are infected in the combat that ensues.

Finally, the group reaches the military base. It is deserted, but the facilities are still usable and there are supplies.

Middle:

The middle of the game takes place in the military base. During this time the player can take her/his time (there is no time limit or limit on moves). The player's character starts supplied with a loaded hand gun and nothing else of significance to the story.

On the first day staying here, one of the NPCs is revealed to be a military contractor who was stationed at the base. This isn't actually a secret, and it was partially because of his suggestion that the base was chosen as a place for refugees to hide. He begins working in the chemical lab produce drugs that will inhibit the virus. The contractor is infected, and this is also revealed.

Two NPCs stay in separate rooms inside the bunker. They are both infected. They are both revealed to be high ranking government officials, closely connected to the (dead) president. This information comes out through dialog with them.
There are one or two soldier NPCs that give small amounts of information, but are generally disconnected from the story.

On the second day the contractor reveals to the player that he has developed a cure, and has documented the exact formula for his findings. Unfortunately, he only has enough materials for two doses. He tells the player’s character this information only. Additionally, he has chosen to not take the cure and leave the two doses to the player as they see fit to use. The cure will take a day to prepare at this point.

On the third day, the player must decide who will receive the cure of the infected individuals. The choices available are the player's self and the two officials in the bunker.

End:

Whoever does not receive the cure will have a violent end. Whatever official does survive will use their rank and power to begin rebuilding the world, but it will be with their own ideals.

The contractor kills himself. Upon inspection of his notes it is revealed that he had worked on the zombie virus as a biological weapon for the military. (However, this fact is revealed through conversation if the player manages to dig that deep.)

What is the role of the player character in the game? Does the player play multiple characters? If so, what is the relationship between the multiple characters?

There is minimal information about the player character's backstory. The player's character is that of a kingmaker. They are not in a position of power themselves, but they do get to decide who will stay in power. The player must make this decision based on the information in the conversations between the player’s avatar and the two candidate NPCs.

Describe each location that will appear in your game. Draw a map showing how the locations relate to each other (boxes and lines are fine for the map).
Front Gate – Starting location. From here the player can move to the bunker, the vehicles, and the lab. There is a soldier NPC here who's taken up the task of sniping any zombies that get near the gate. He has limited information, but can tell the player about the different places in the base.

Vehicles – This is where the NPCs parked their vehicles after arriving in the base. There's nobody here. Inside the contractor's car is a picture of his family. The other vehicles are military Humvees and trucks. The only place to sleep is in the back of one of the Humvees.

Bunker – There is a soldier here. He has limited information on the other NPCs, basically summing up what their positions are. From here the player can enter Room 1 and Room 2.

Room 1 and Room 2 – Each of these rooms has only a single NPC in it. Both are high-ranking government officials, though that might not have been obvious at first. Both rooms contain some damaged equipment (radio in one and computers in the other) and a few broken firearms.

Lab – The contractor is here. There is a lot of lab equipment, but nothing terribly useful to the player character.

What are the significant objects in your game? What role do they play in the game?

There are only a few significant objects in the game:
The gun: The player can kill someone with this, but will receive a quick retribution.

The two doses of the cure: The player can take this and cure themselves and choose an NPC to receive the cure.

The contractor's notes on the cure: This is needed for producing more and will affect the ending based on who it is given to.

What is the role of non-player characters (NPCs) in your game? Can the player talk with NPCs? If so, how will dialog be implemented (topic keywords, conversation dialogs, etc.)? Do NPCs move around and take action or are they primarily conversational? If NPCs move around and take actions, what do they do?

NPCs primarily stay put. The player converses with them by asking them about various topics including their opinions, political stances, and personal beliefs. Eventually, the player will give cure doses and cure notes to NPCs. They may also have to kill one of them.

Conversation will be a matter of asking about different keywords. There will be three “levels” of an NPC's conversation. The first level is when they barely know the player's character and will only give small amounts of information. Asking about certain keywords will graduate the conversation to a new level, where they will give more detailed answers and answers about more subjects. For each character this given keyword is something connected to them emotionally. The third level is reached after offering the NPC the cure to the zombie virus. This gesture is one that will cause the NPC to assume a high level of trust in the player's character. On the third level the NPC will spill all their figurative guts on personal, philosophical, and political levels.

What prior stories, story genres, or games will your game reference? If so, how will you leverage the player's prior knowledge in your design?

The zombie horror genre is fairly well established, but all relevant information to understand what is going on even for one unfamiliar with it will be provided.

How will player interaction be integrated into the story structure? Will the player be uncovering a story that already happened? Will the player have an impact on the plot (and if so, how)? What will be the relationship between story and discourse in your game? In describing the interactive story structure of your game, use terminology from the readings from the first half of the class.

The player will reveal the pasts of the NPCs through conversation with them, but they are less relevant to the overall plot of the game and more important in developing an understanding for the characters.

The player's choice concerning who to give the cure to will determine the outcome of the game in any one of multiple different endings. The game is ontological in this respect.
The discourse is presented in a very straightforward manner, with the exception of the character backstories, which are presented out of order and through conversation.