Call of duty zombie's script

Intro

Call of duty world at war was released in November of 2008 and is the fifth main installment of the call of duty series, set in World War 2 the game contains a fully flinched campaign and multiplayer in this mini documentary we will be discussing a third bonus mode which started as a small passion project but turned in a staple, for all future games to come.

First map: Nacht der Untoten [Night of the dead]

Nacht der Untoten is the very first zombies map, featuring you playing as an unnamed solder in an abandoned bunker as you try to survive against endless waves of the undead, the map itself is quite small only featuring a couple of extra rooms that the player can open, in one of these rooms the player can get access to mystery box which when purchased will give the player a random weapon ranging from some of the worst weapons such as pistols and double barrel shotguns to some of the most unique weapons such as the flamethrower and raygun which was featured in the campaign. The only other thing available to help the player is chalk drawings which are scattered around the map in which the player can interact with these chalk drawings to get a real version of whatever was drawn out. Overall, this was a great first zombies experience and most important both fun and addictive to play.

Second map: Verruckt [Crazy]

Verruckt was launched 6 months later and was the second map added to call of duty with it being set in a mental asylum, the map is a lot darker in tone than the previous one with blood spilled all around the map, and in certain areas you can even hear people screaming in pain. There are also new additions to the mode with one of the biggest being the new perks you can find around the map, these perks provide numerous benefits in helping the player but would only be available once you had turned on the power to the map, this would help players survive a lot longer than they could previously, they have also added electrical traps which are located throughout the map, when activated it will kill any zombies and even players that walk through it. But with all these added benefit's come with some downsides as the zombies are significantly more aggressive than the previous map, combined with the fact that this map only consists of very narrow hallways with no open areas to run around in, this can make the map both quite difficult and stressful for the player. Overall, this map was a vast improvement on the previous one, adding multiple new features and a fresh new location to play in, whilst also toning up the difficult to keep challenging players in new and unique ways, Treyarch would keep up this trend in their next map

Third map: Shi no numa [Swamp of death]

Shi no numa is the third map in the call of duty zombie's saga, it takes place inside a swamp which is quite a big change from the previous maps, as they both took place inside cramped buildings, this map however is a lot more vibrant and colorful than the others and is a lot more open allowing the player to move around more freely. One of most unique changes in this map is that there actually is a cast of characters now, each with their own personalities and a variety of voice lines that are played throughout the match. Some other small changes are that the perks on the map have randomized locations every match, and a new powerful wonder weapon getting added to the box the Wunderwaffe DG-2, this gun fires electric bolts which chains between multiple zombies at once killing them instantly, one final thing added is the addition of a new trap “the flogger” which spins really fast sending any zombies that get caught in it flying killing them instantly. But with a new map comes new challenges as there is a new enemy type in this map the hellhounds, after every few rounds the map will become encased in fog and dogs will begin teleporting into the map, and will quickly surround the player if not dealt with quickly, once the player makes it though the round the player will always be rewarded with a max ammo power up, which is extremely helpful for people trying to go for high rounds. Overall, this is one of my favorite maps as I personally really like where the map is set, and with added open areas made for an enjoyable experience.

Fourth map: Der Riese [The Giant]

The fourth and final map of this game Der Riese, otherwise known as The Giant, is the collimation of all the other maps combined to create one of the most iconic zombies' maps of all time so much so that it would reappear in the future zombies' games. Der Riese takes place in a Nazi testing facility where they tested on teleportation and rumored to be where the zombie outbreak began. The map features pretty much everything from earlier maps including the four perks, the mystery box, traps, hellhounds and both the Raygun and Wunderwaffe DG-2 make a return as well with some small addition's such as the bowie knife. The big main change this map brings is as soon as u spawn in there is a new machine locked behind a door that can only be opened by linking three teleporters that are scattered around the map after linking each teleporter the door will slowly open to eventually let u access the pack a punch which for 5000 points will allow you to upgrade any of your weapons even including the wonder weapons which would increase the amount of damage the gun does and increase its ammo capacity there even is both a visual and audio change to the weapons which is a nice touch.

The overall layout of this map combines elements of all the previous maps by having open areas for to run around in like shi no numa but also extremely tight corridors like Verruckt the tone of the map returns to a gloomier setting which I think fits the map very well. The final couple of unique things in this map are the Mutiple secret easter eggs you can find such as a secret easter egg song which is activated by interacting with three different items around the map. The other easter egg is started by shooting a panel on the outside of the map with a pack a punched weapon which we will begin a hide and seek mini game. Overall, I am a massive fan of this map as it flows very well and combines all the elements, they have brought into zombies and set the precedent for all future zombie maps to come.