

Theme

For this semester's 2D game project, our team has decided to build a simple zombie survival style game based upon the recent Netflix original series "All of Us Are Dead". The premise of the show is, to put it simply, students trapped in their school which has become ground-zero for a zombie apocalypse. The students then try to escape. This show gives us a perfect theme for our game. Our main character will be a student, if time permits we may implement a system for other characters with special attributes and different sprites. The enemies will be zombies, zombies may also have randomized sprites. Our regular point rewards will be other students who we will rescue. Bonus point rewards will be weapons, which we may provide the functionality of making the player able to kill the zombies for extra points. Our walls of the game area will be brick school walls, with windows and decorations such as posters or whiteboards. The in-game barriers will be school desks and in the future if we decide to add different school rooms we will change the barriers to reflect that, such as a music room having instrument barriers.

Gameplay

Our game will have a title screen where the player can select their character, and a difficulty setting for the game. Once they click play, the game board will be randomly selected from a set of game boards to simulate random board generation. In the game, the goal will be to rescue all students and make it to the marked exit within a certain time limit. The time limit will be based on the difficulty selected by the player on the main menu. Zombie enemies located around the map will move randomly and will damage the player if they make contact. The player will have 3 HP (Health Points) and he will lose one point of health each time he is hit, if health falls to 0 then the game is over and the player is presented with a "Game Over" screen where they will have the option to restart or to return to the main menu. If the player fails to collect all of the students and make it to the exit when the time limit expires they will also be met with the same "Game Over" screen. During gameplay, the player will have the option to pick up bonus rewards which will give bonus points and allow the player to kill the zombies. Upon successfully rescuing all students and making it to the exit, the player will be brought to the "Victory" screen. On this screen they will be shown a final score and time, which will be saved into a high scores table which will display on the "Victory" screen.