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**prØject: zØmbies Proposal**

CPSC 312-01 Android App Development

***Project Description***

We were motivated to make a game that is reminiscent of popular tower-defense games that charge a fee to play. We wanted to bring the same experience to those who did not want to spend their hard-earned money on a simple video game. The target stakeholders for this project are consumers hoping to save money while keeping themselves entertained on their phone. We also predict possible conflict with Pop-Cap Games, the owners of Plants vs. Zombies, a similarly styled game, as the release of our game will most likely impact their sales negatively. Our project development team has agreed to manage all resources internally thus does not require any external data/content. All graphics not included with Android Studio will be professionally hand-made by the developers.

***Implementation***

The OOP design will mostly follow MVC standards. Aside from the activities, there will be model classes like “zombie” and “tower” that are in charge of the data. Then there will be other classes in charge of displaying that data. Most likely, the activity classes will be the ones responding to touches and buttons.

Some data structures will include high level abstract classes like “tower” and “zombie”, while others will be subclasses of those, like “GunTower” and “TinyZombie”. There will also likely be a “Game” class that manages lists of towers and zombies and the like. That’s just the basic overview, more definitive classes will be decided later.

For now, the only library that we plan to use is the “Surface” library, since all the tutorials we looked at seemed to use it.

The new topic we are learning is how to make a game, complete with moving objects and effects and collisions and several other things.

***Proposed demo***

Our apps core functionality is to spawn enemy zombies that are moving unilaterally toward the users home-base(right of the screen to left of screen). Users will have multiple defense towers with varying abilities available to strategically drag and drop onto the map while zombie hoard’s spawn at random. The user will be rewarded with currency as the levels are cleared and must strategically buy and place towers in order to effectively protect their bases keep zombies from crossing one side of the screen to the other. Game should conclude and display scores once players hit points fall below zero. Our game will have a 2d stagnant landscape view. Enemies will spawn off the right of the screen and move to the left.