**Week One – Group Project**

Monster Shooter

**Compulsion Loop:**

Reward

(Coins that you get

From killing zombies)

Challenge

(Killing a horde

of zombies)

Anticipation

(Upgrade Weapons)

Levels are known as ‘Waves’. Each wave gets more difficult with enemies increasing health and the speed of enemies closing in is considerably quicker. Players have to take out the horde to complete the wave. When players kill the enemies, they receive coins. At the end of the wave, players can use their coins to upgrade their weapon ready for the next wave of enemies. When a player dies that is the end of the game. The goal of the game is to get through as many waves as possible.