Zombie Runner

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Zombie Runner

My game is called Zombie Runner, the player controls the main character and tries to run from the zombies who are coming from behind and tries to jump over the ones who are coming from in front of zombies touched the player, the player will start over.

Game Objectives

The goal of the player is to finish each level without being touched by the zombies.

Feature List

The game will have the following features:

Player:

- The main character can be moved forward, backward, stand still and jump.
- When zombies being spawned a sound effect will be played.
- The player can change the input keys.

Zombies:

- At the first level 6 zombies from behind and four from in front will be spawned at random positions.
- In each new level the zombies from behind and from in front will be increased by two, and their speed will increase as well.

Camera:

The camera will be filming the character from the right side. However, it will not be moving, and it will be in a fixed position.
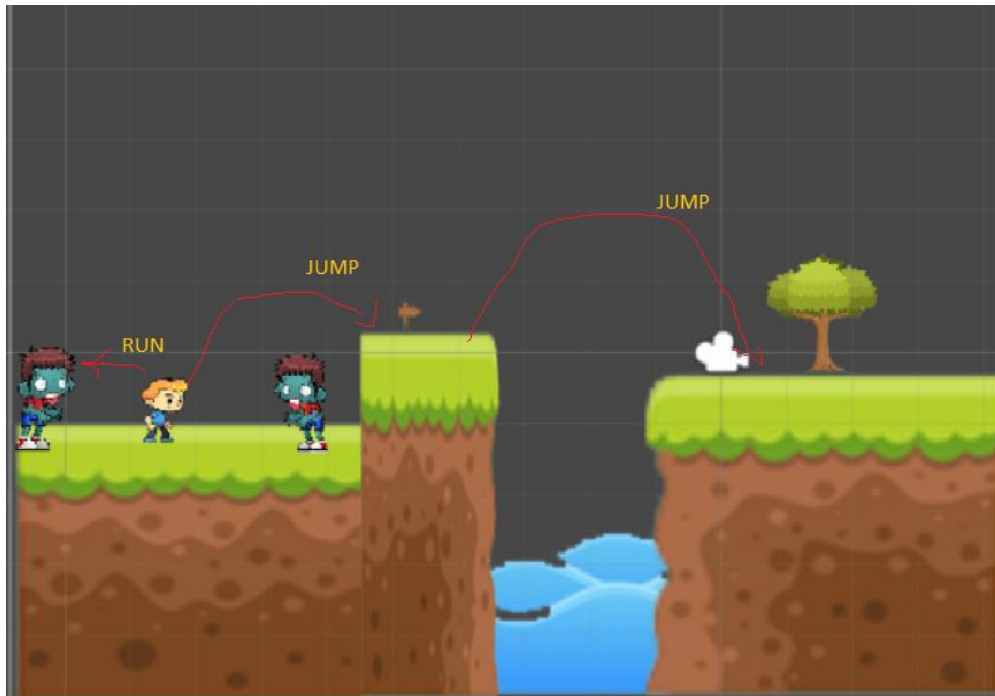
Game Controller:

- Once the player opens the game, the main menu will be displayed, the player can move between the options using up and down keys and enter key to enter the selected option.
- When the game is ended a "Game Over! you have been bitten by zombies" text is shown, and there will be two options "- Restart -Back to the main menu", the player can select an option and press enter.
- The level will be shown in the top centre of the screen.

Game World

- The game world has ground in the form of a long path.
- The ground has height differences.
- The game has lakes and tress.

Prototype of Game View

Assets

- **Zombies Characters**

https://www.gameart2d.com/uploads/3/0/9/1/30917885/zombiefiles.zip

- **Main Character**

https://www.pngflow.com/en/free-transparent-png-shlkf

- **Game Environment**

https://www.pngflow.com/en/free-transparent-png-xwgjt