

# Idea sheet

1. Zombie slayer
2. Sniper city
3. Fight
4. Shoot the aliens

Zombie slayer (Zombie Ville USA is a similar game): So, Zombie slayer is a game in which the player moves around the city fighting zombies with his shotgun.

Code: This game would contain Text, ArrayList, PVectors, mouseX and mouseY, Boolean with If statements, Object, Plmange and mousePressed, keyPressed.

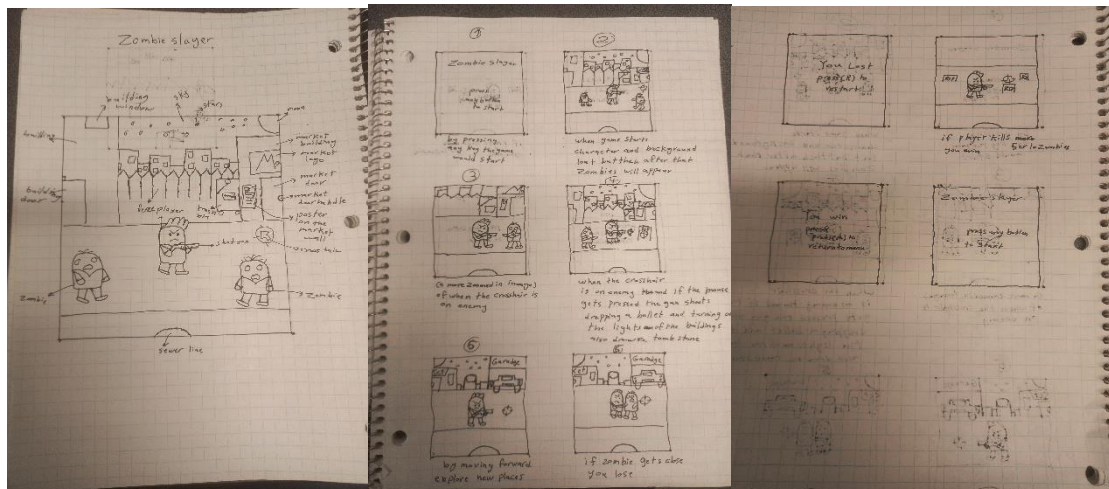
Where the codes are used: For the title screen it would have a text with “press(E) to start”. When the player loses a black screen would appear with the text “you lost press(R) to restart”. When (E) is pressed the game would load with the character that the player controls appears and the city in the background and the enemy Zombies. The enemy Zombies are the ones which would contain an Array List with 10 Zombies. If a zombie gets close to the player the player loses. If the player has the crosshair on the zombie and shoots with mousePressed the zombie dies.

Design Thinking: When the player is playing this game, they would experience the thrill of a zombie apocalypse fighting zombies and exploring a part of the street. The player would feel excited because with a slow reaction time the player might just lose the game. The game has easy mechanics so that it would be easier for people of all ages to be able to play the game.

Pros: The 2D shooter experience, exploration, easy mechanics.

Cons: Limited exploration.

Win and Lose conditions: If the player defeats 10 zombies, the player wins but if a zombie gets to the player the game is over.



Images of Zombie slayer.

**Sniper city (Sniper 3D is a similar game):** Sniper city is a game in which the player controls a small scope of a sniper and has to shoot the targets before they reach the sniper's boss's son. The sniper must defend the son of his boss by shooting 5 hitmen that are after him.

**Code:** The codes used in this game are Text, ArrayList, PVectors, mouseX and mouseY, Boolean and If statements, Objects, PImage and mousePressed and keyPressed.

**Where the codes are used:** For this game the Text would be used in the you win, and you lose screen. The ArrayList is used to display enemies and contain cars and buildings. For the PVector I'm going to use it for when the player shoots someone for that person's blood. Gravity for when the blood is spilled. The location is going to where the blood would start spilling from and velocity would be used for the direction of the blood. MouseX and mouseY are used to navigate the surrounding area and also controlling the scope. If statements are used to for if mousePresed happens zoom in with the scope and one for keyPressed to shoot. Objects contain the scope, enemies and cars and houses. PImage would be the characters and environments.

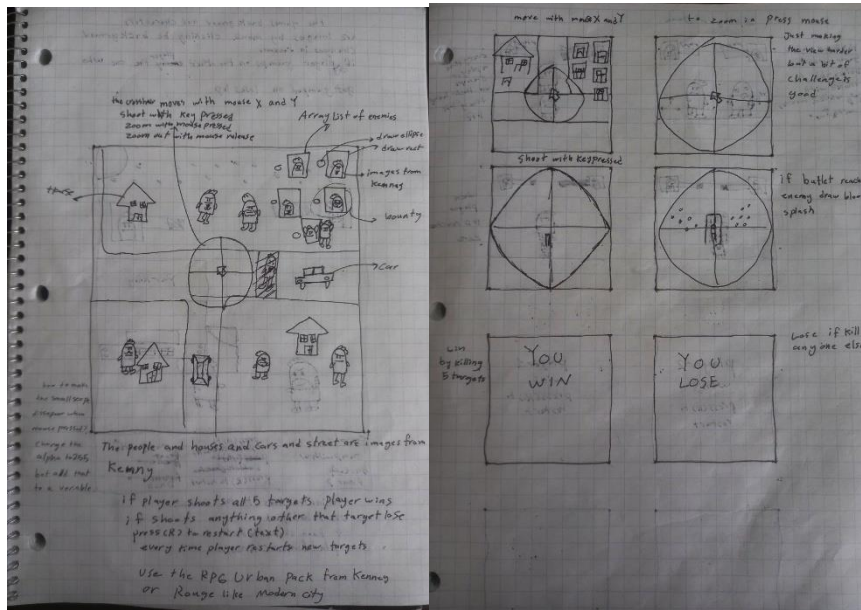
**Design Thinking:** When the player is playing this game, they would experience the thrill of being a hitman or a sniper. Players who like to try shooting other people they would love the game because they could shoot every character in the game but if they don't shoot the target, they would lose which those players might not like but not all games are perfect. The game has easy mechanics and it's a fps shooter so

that players who like fps games would enjoy the game. The target audience for this game is mostly teens or adults but not young people because it contains blood.

Pros: The simple mechanics, the environmental exploration, fps.

Cons: Not for people of all ages

Win and Lose conditions: If the player shoots the son of their boss they would lose or if they let the bad guys get to their boss's son, they will also lose the only way to win is by killing all five enemies that are going to get their bosses son.



Images of Sniper city

Fight (Inspired by one of last year's students who made a fighting game where players jumped on each other's heads): So, the "Fight" is a 1v1 game or in other phrase a 2-player fighting game where the players deal damage to one another by jumping on each other's heads. The game starts with each player falling off the sky and landing to start an epic battle.

Code: The code used for this game are Text, If statements, PImage, PVectors, keyPressed, mousePressed, Objects

Where the code is used: The text is used in player 1 you win or player 2 you win screen at the end of each fight. The PImage is used for the background and

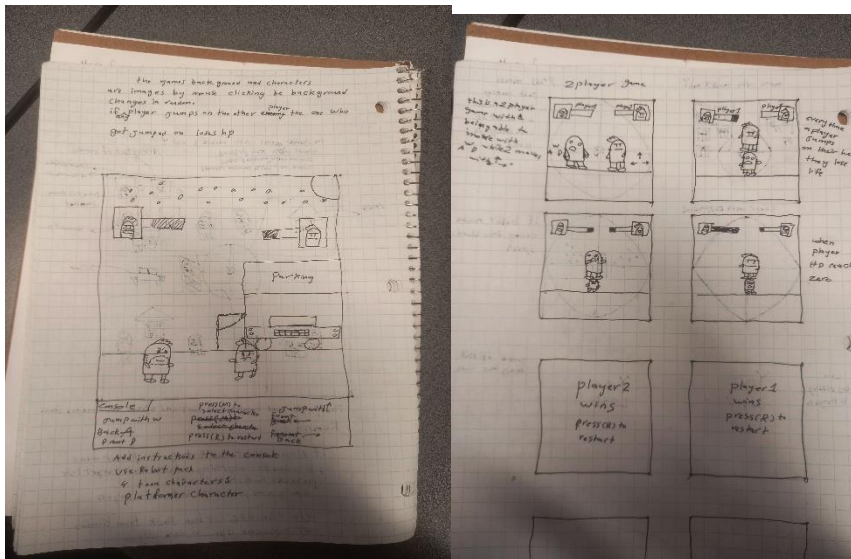
characters. PVectors are used for gravity for the player to be able to properly jump on one another and falling from the sky also used when the match starts to location is used for where the players start, and the velocity is for the direction they are going to fall from. KeyPressed is used to give the player the option to move and jump with their character. Lastly the objects are used to organize the code and are used to display the characters and the background.

Design Thinking: When someone plays a game competitively with his or her friend they would get so much into the zone of the game that not only they would feel excitement but also stress so they won't lose to their friend and usually playing with friends get competitive really fast.

Pros: Simple and easy mechanics, competitive and balanced

Cons: Must be played by 2

Win and Lose conditions: To win you have to make sure your opponent's life reaches 0 and to lose your life must be 0.



Images of Fight

Shoot the aliens (Inspired by one of my old ideas from last assignment): This game is another first-person shooter but it's different than Sniper city. It's a space game where the player has to shoot down 4 alien ships that are trying to capture them.

Code: The codes used in this game are mouseX and mouseY, mousePressed, PImage, keyPressed, Boolean or If statement, Text, PVectors, Objects

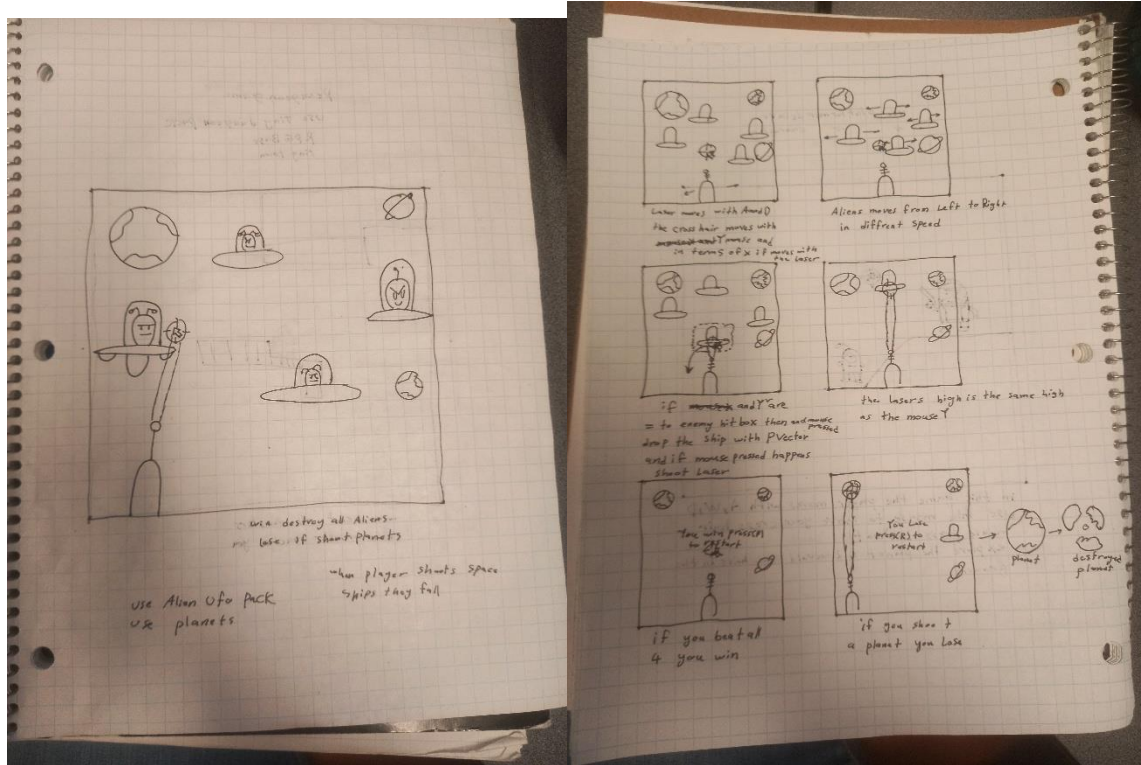
Where codes are used: mouseX and mouseY are used for the crosshair, mousePressed is used for the blaster to shoot the aliens, Pimage is used to have the images of the alien ships and the planets, keyPressed is used to move the blaster that the player controls with the A, D button moving it horizontally and also used to restart the game by pressing(R), If statements are used for shooting down the enemies, restarting the game, and helps out with the keyPressed and other aspects, Text are used in the you win and you lose screen, Pvectors are used for the alien ships for when the player destroys them they fall with gravity or they would be sent flying after they get shot and also display the alien ships at their starting locations. Objects are used for displaying and keeping the code more organized.

Design thinking: When playing this game, the player would experience the thrill and joy of a first-person space shooter game, but the player should be cautious when aiming and that would lead to the player stressing out because if they aim at the wrong target, they might just lose. The target audience for this game are people who like space games and also like fps games.

Pros: It doesn't contain any blood or violence so people of all ages could play,

Cons:

Win and Lose conditions: Destroy all 4 alien ships to win but if you destroy the planets you would lose.



Images of Shoot the aliens

Why did I choose to make Shoot the aliens?

1. The game was one of my most liked ideas when I was showing my sketches the shoot the alien game was the one who got the best feedback when I was explaining how the mechanics worked with the concept of the game, and it was well received from my friends and family.
2. The game looks to have simple and easy mechanics so people of all ages would easily learn how to play.
3. It's not a multi-player game so you don't have to rely on another person to be able to play the game.
4. Extremely fun and enjoyable with the combination of cute and cool.