Zombie Wars

A Thrilling Battle for Survival

Team CodHers

Annapurna Adhikari, Chitti Thalli Kaja, Kashika Malhotra,
Khushleen Kaur, Vaishnavi Vikramsinh Bhosale

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Introduction

- **Overview**:
  Zombie Wars is an action-packed game where players must survive waves of enemies and strategically use their resources to progress.

Game Features

- ▶ Player Movement: Smooth and intuitive controls for navigating the game world.
- ▶ Weapons: 5 unique weapons, each with different strengths.
- ▶ Healing Mechanic: Players can heal themselves using energy collected during gameplay.
- ▶ Enemy Variety: Diverse enemies with varying strengths to challenge the player.
- ▶ Player Customization: Control speed, magic power, attack power, and health using experience points (XP).

Game Mechanics

- Movement: Arrow keys
- Weapons: Switch between weapons using "q" key and attack using spacebar
- Magic: Press 'e' to switch between flame and heal. Press "ctrl" to use

Development Tools

- ▶ Pygame: Used for game development and mechanics.
- ▶ Tiled: Utilized for creating and managing game maps.
- ▶ Version Control: Effective use of Git for collaboration and version management.

Teamwork and Coordination

- Collaboration: Seamless teamwork and communication within Team CodHers.
- Problem-Solving: Overcame challenges through collective brainstorming and cooperation.

Learnings and Achievements

- ▶ Technical Skills: Gained proficiency in Pygame and Tiled.
- ▶ Team Coordination: Enhanced ability to work as a cohesive unit.
- ▶ Version Control: Mastered the use of Git for efficient version management.

Resources

- https://opengameart.org/
- https://www.flaticon.com/icons
- https://craftpix.net/categorys/sprites/
- https://www.pygame.org/docs/

Demonstration

- Live Demo

Thank You!