



## **IP – Group 5 – Reapers – Readme**

### **Controls**

Movement	WASD
Jump	Space
Sprint	Shift
Interact	E
Flashlight	F
Inventory	1, 2, 3, 4
Use	Left click
Reload	R

### **Limitations/Bugs**

UI may be formatted wrongly on different screen resolutions/sizes.

Bombardier enemies can attack through walls.

Exiting the police station and entering player home does not place player at the entrance of the building.

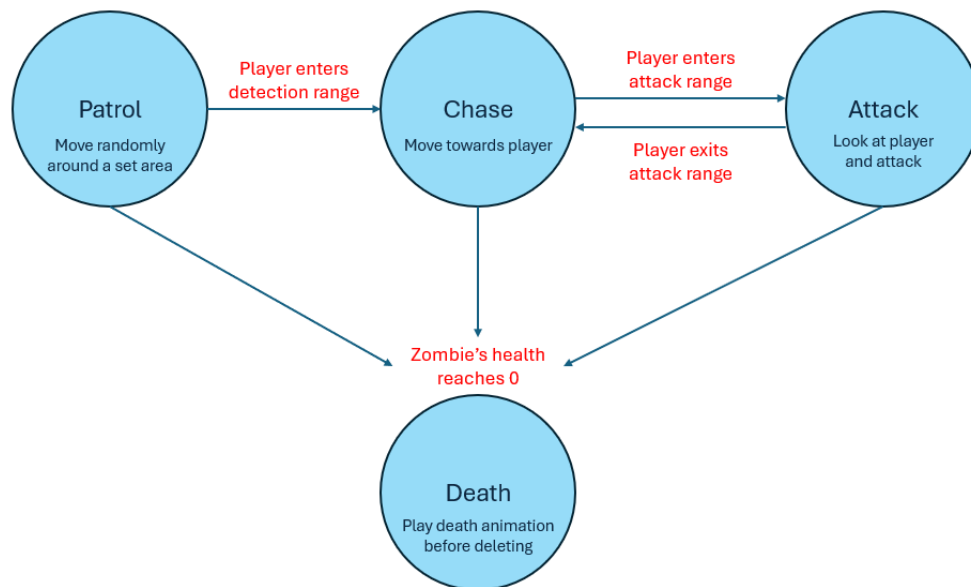
Death animation for zombies may stop when exiting/entering the zombie's attack range as it is dying.

Player can walk to the edge of the map where the end of the terrain can be seen but will be stopped by an invisible wall.

## FSM Diagrams

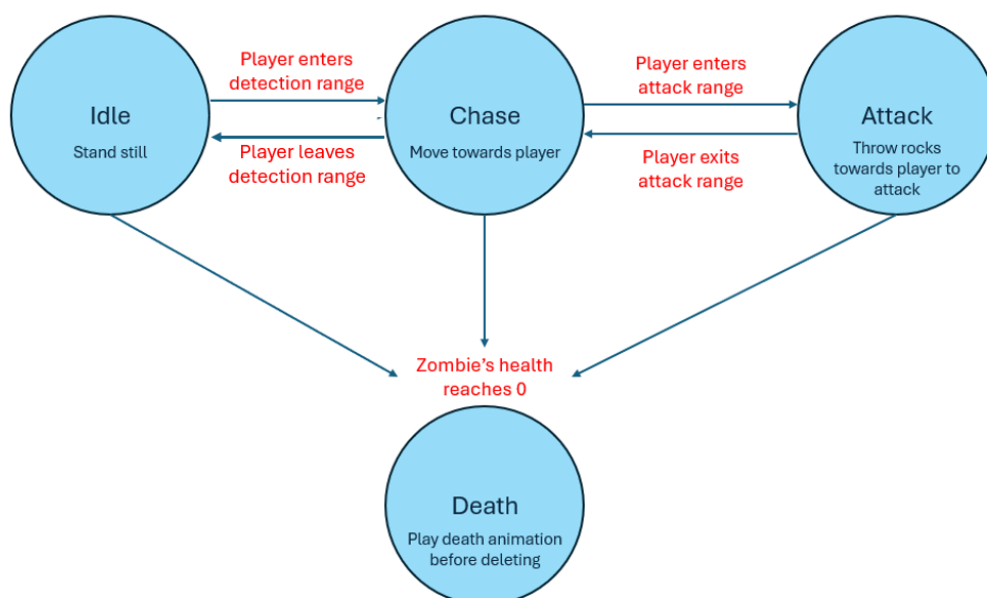
### Undead Enemy:

Undead are the basic zombie enemies that are most commonly found. They are the only zombie type that patrols, moving slowly and randomly within a set area and speeding up to chase a player if detected.



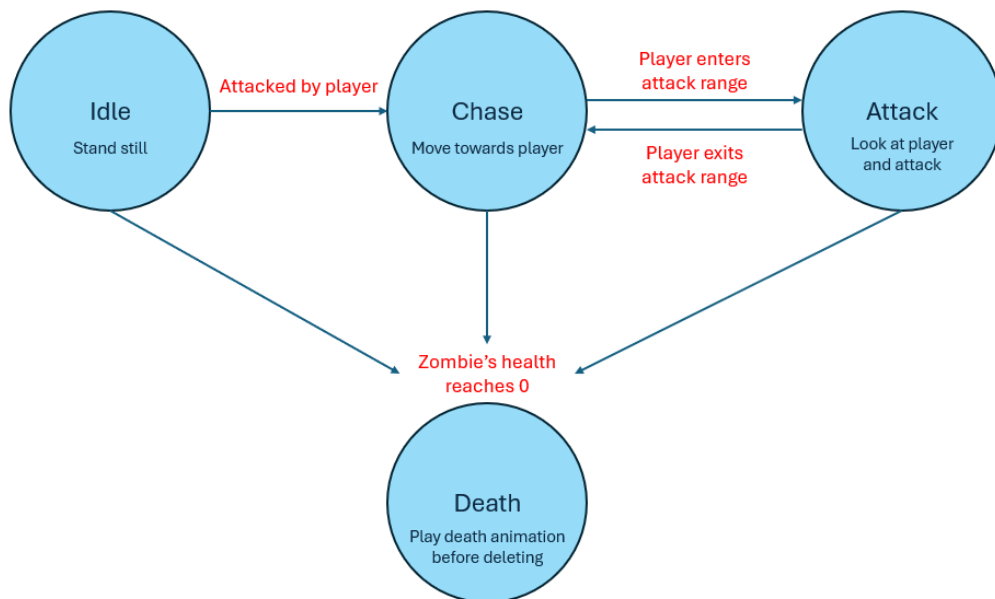
### Bombardier enemy:

Bombardiers are long-ranged zombies that throw rocks at the player. It idles before slowly chasing the player when detected. They are the only zombie type that stops chasing the player if the player leaves its detection radius, going back into idling.



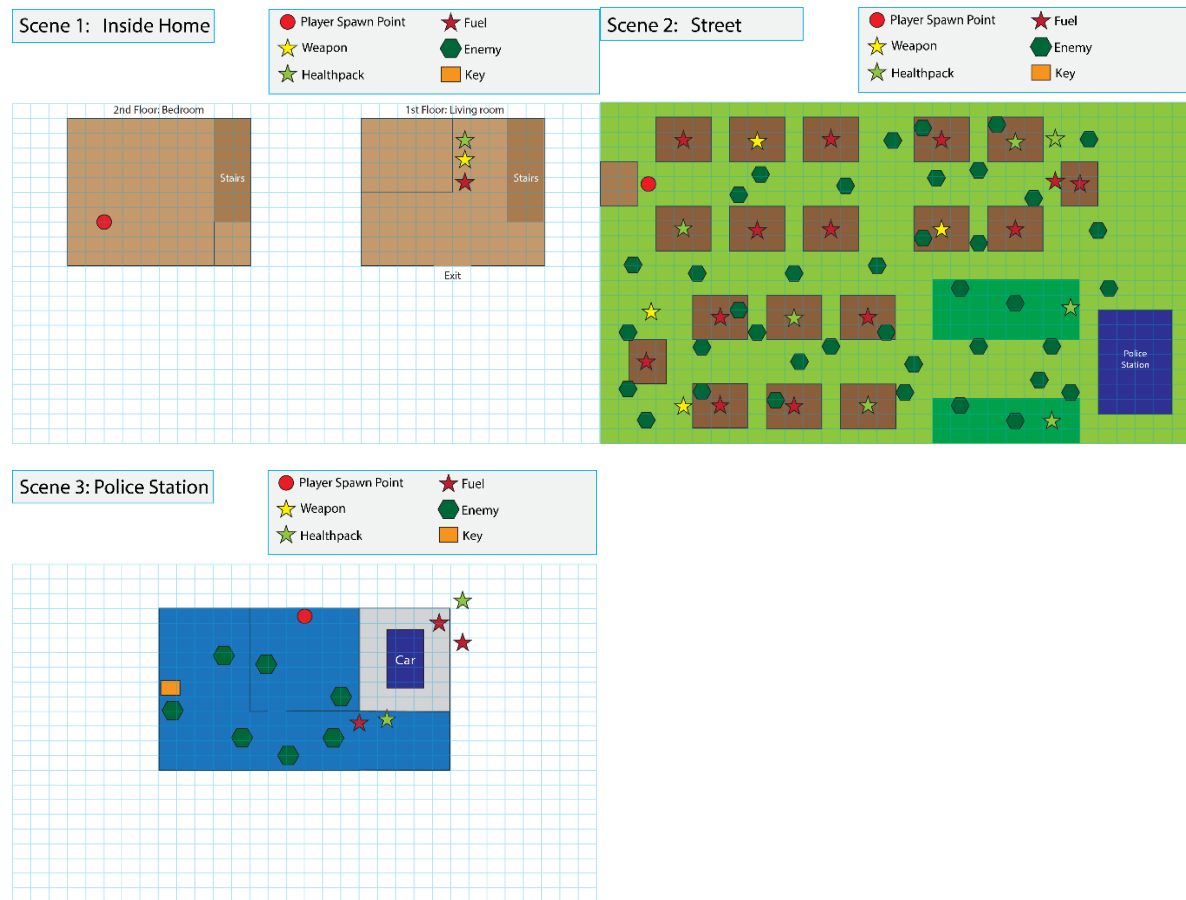
The Freak enemy:

The Freak is a very powerful zombie with high health, damage and speed. Its power is balanced out by it not immediately chasing the player. It will idle even if the player is right next to it and is only aggravated when attacked by the player.



## Puzzle Guide:

The player must find items to progress the game, these maps show the locations of all the important items.



## Credits

### **Substance Painter Community Assets:**

Wooden Floor:

<https://substance3d.adobe.com/community-assets/assets/a73d90ab93f50b059d862cd9220be8fe53af8d97>

Stone Wall:

<https://substance3d.adobe.com/community-assets/assets/0eaf7209163ddb8351c874b96847aa4bffc1c56b>

Wood Planks:

<https://substance3d.adobe.com/community-assets/assets/4a7e0b82e7dec61213e673a1553003de9ac3e1bd>

Bricks:

<https://substance3d.adobe.com/community-assets/assets/f2e0b3241086475031811533fb93b50d56f394b1>

Bloody Wallpaper:

<https://substance3d.adobe.com/community-assets/assets/1f76e78fcd8ae8a41674ad665721b6f80b43d448>

Aluminium:

<https://substance3d.adobe.com/community-assets/assets/6d46fcdff8a0ab0ca6ee3797dc19753e029b15d4>

Frosted Metal:

<https://substance3d.adobe.com/community-assets/assets/78b42d63582e589697b0544588ed863430c7eb89>

Diamond:

<https://substance3d.adobe.com/community-assets/assets/f1f9e3a280200c1f85a97d6c2926572eededf098>

Silk Generic:

<https://substance3d.adobe.com/community-assets/assets/75b559bbd90f40a30b4072441079599146589a77>

Woven Pattern:

<https://substance3d.adobe.com/community-assets/assets/ce915979d706c28ec059ed957c28ea093351e790>

Cotton:

<https://substance3d.adobe.com/community-assets/assets/efe00af97e69bc733696c386e034bb63e9022cf6>

Oak Wood:

<https://substance3d.adobe.com/community-assets/assets/75c37499062d5198057e10751fc6fdb3ca26ab20>

Speckled Ceramic Glaze:

<https://substance3d.adobe.com/community->

[assets/assets/7422ea64e313a1a8a3e9678f5e0748e1f326347b](#)

Porcelain Ceramic:

<https://substance3d.adobe.com/community-assets/assets/7d2479f022a1a0b22c6886590457a2beb42512c8>

Canvas Linen:

<https://substance3d.adobe.com/community-assets/assets/88bafc73505f2315324fd7efdfd583ba8e571fca>

### **Unity Asset Store:**

Terrain Sample Asset Pack:

<https://assetstore.unity.com/packages/3d/environments/landscapes/terrain-sample-asset-pack-145808>

Starter Assets Character Controllers:

<https://assetstore.unity.com/packages/essentials/starter-assets-character-controllers-urp-267961>

Zombie:

<https://assetstore.unity.com/packages/3d/characters/humanoids/zombie-30232>

Conifers [BOTD]:

<https://assetstore.unity.com/packages/3d/vegetation/trees/conifers-botd-142076>

### **Audio:**

<https://pixabay.com/music/search/>