

KILL STATE SAN MARCOS



Chris Finley
Harrison Cole
Chase Perdue

Core Game

- Player must evade soldiers and zombies to escape the campus
- Zombies will attack the player on sight
- Soldiers will shoot the closest zombie or player in sight

Design Choices

- The game takes place on campus
- The player doesn't get a gun - adds difficulty and makes the game a bit less serious
- Easy to die - adds a level of desperation

Core Mechanics

- W A S D = player movement
- Space = player jump
- Left Mouse Button = player attack
- Proximity to next zone = trigger new environment
- Use environment against enemy to create distance

Unique Features

- Handmade assets
- Super cool photoshop concept art



Issues

- We ran into issues with merging the individual scenes
- When we would push updates to github setting were frequently lost (prefabs, script targets)
- Constant issues with modeling

Removed

- Second character
- Drone enemy
- Interactive puzzles
- Inventory system
- Multiple items/weapons for the main character

Future Work

Given more time we would like to add:

- Interactive puzzles
- A second character
- Voice acting and sound effects
- Custom sound design