Paradigma

Yadiel, Ariel y Omar

General overview: Our videogame paradigma is a survival first person shooter inspired by similar games of the genre such as vampire survivors and Devil Daggers. In our game you spawn in the middle of a coliseum and the goal is to survive an endless horde of running zombies and wizard skeletons as long as possible to rack up as many points as you can, like in old arcade survival games. It is also important to note we took great inspiration from everything we learned in class to the point where we also used many of the class scripts as cornerstones to achieve our goal in the project.

Our first steps were in deciding were we wanted our game to take place, and we ended up deciding for a free coliseum asset store we found, and after this we took it upon ourselves to look at some enemy prefabs and decided upon a wizard skeleton with a wand for our ranged unit and to fit in the theme we added a zombie skeleton from the mixamo page, with an integrated running animation. Our game consists of pure survival to the

max like the original arcades, so the shooter enemies and the runner enemies which we created, are constantly spawning and if you're not careful you will get hit and hence your life will be forfeit giving you a game over. Considering we took mayor inspiration from the games mentioned in our general overview, we also decided it would be best to make it so that you the player, and the enemy we encounter only have 1 health point, not only does this make the game more skill focused but it also adds to the stress and hardcore element we wanted to incorporate into our game.

Our coloseium is a sprite downloaded for free from the internet, however it is a sprite that works with the NavMesh package which is what we will be utilizing as the AI for the game. The NavMesh project works in a very peculiar way in the fact that it can automatically trace the places in which the ai can stand on/walk through. This package was crucial to our project due to it being so focused on survival of the main character from thye endless onslaught of enemies. We utilized the navmesh on the runner characters as a way for the to get close to the player without them noticing and for them to die instantly upon collision. On the other hand we utilized it on the shooters as a tracking device for them, the shooters do not follow u around the same way the runner enemies do but they do constantly shoot

at you from a distance so taking care of them is a wise choice before u continue to slay the rest of the runners.

The player will be spawned in the middle of the coliseum and will have to survive as long as possible, an important feature the player has is the ability to switch between two weapons, a shotgun and an assault rifle, these two weapons will indeed prove to be pivotal to the maximal survival in different situations, if one is surrounded by many mobs it is indeed wise to utilize the shotgun to clear all the enemies, however when the field is clear utilizing the assault rifle is indeed the wiser choice. An important thing to keep in mind is that there is a limited amount of ammunition before you have to reload and in this amount of reload time you will be vulnerable to the attack of the enemies and the runners.