**Zombie Land**

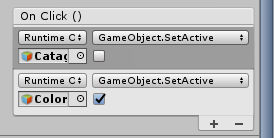
**Overview:** There are various zombies in the land, so the name of the game is zombie land. They like to play games, there favorite game is rolling and there are two types of rolling one of them is weight balancing and another one color matching.

**Weight balance:** Here are zombies are rolling from top and the gamer should control them one by one so that all the zombies can touch there finishing line at the same time. There are 3 levels in the session, as the gamer complete the levels the number of the zombies for the next level will increase.  
  
**Color matching:** In this session zombie are not in there correct line. So first of all the gamer should select the zombie by number keypad (left most is 1 and as it goes to right number will increase) then move them to the correct line, as the gamer complete the levels the number of the zombies for the next level will increase.

**Step 1: basement and zombie**First select any cube, resize it and select the asset.  
then include 4 small cubes as a terminal of zombies   
select the zombie asset, basement asset and its color,

for all assets link is given below:  
<https://github.com/ComputerGraphicsSessonalCSE414/allassets>

**Step 2: Menu Option**   
In the very beginning a menu option will display

for the menu option YouTube link is given below:  
<https://www.youtube.com/watch?v=OWtQnZsSdEU>  
  
and for the animation in menu option:  
<https://www.youtube.com/watch?v=54of3yxrEGI>  
<https://www.youtube.com/watch?v=B4zwO0fPbEo>  
 **Step 3: Button Selection (Scene to Scene )**  
for a button first of all select the current scene and then select the scene where it will go   
  
   
  
here we are in Category scene and we will go to the ColorMatching scene

**Step 4: Button Selection (Scene to Scene )**  
if we want to move from one unity file to another unity file so for that we have to write a script which is in the link given below and name is **MenuScript.cs**<https://github.com/ComputerGraphicsSessonalCSE414/allassets>   
  
Then select which unity file will be selected.  
 **Step 5: Button Selection (Parallel Menu)**In the setting option of this game there is a parallel menu option with an animation in 3D plane.  
It is generally by canvas selection, first of all the canvas was created. As the requirement of the gamer particular canvas will be selected and unity has built in animation option we have to select that canvas and include the animation with this script which is also uploaded as name as **PanelManager.cs**<https://github.com/ComputerGraphicsSessonalCSE414/allassets>   
 **Step 6: Weight Balance (level 1**)  
For the first level there are two zombies, we have to control there rolling speed by selecting them (select them by the left arrow key and right arrow key) because if any zombie is selected the size of that zombie will be increased and its speed of rolling will also increase. There is a also a up (up arrow key) so will roll back to the up, so that gamer can touch the finishing line at the same time for both of the zombies.

Game scene and script file is uploaded as name as **WeightLevelOne.rar** folder

<https://github.com/ComputerGraphicsSessonalCSE414/allassets>

**Step 7: Weight Balance (level 2**)  
For the Second level there are three zombies, we have to control there rolling speed by selecting them because if any zombie is selected the size of that zombie will be increased and its speed of rolling will also increase. There is a also a up (up arrow key) so will roll back to the up, so that gamer can touch the finishing line at the same time for all of the zombies.  
Game scene and script file is uploaded as name as **WeightLevelTwo.rar** folder

<https://github.com/ComputerGraphicsSessonalCSE414/allassets>

**Step 8: Weight Balance (level 3**)  
For the Last level the game turns into a very much difficult stage, there arefour zombies we have to control there rolling speed by selecting them because if any zombie is selected the size of that zombie will be increased and its speed of rolling will also increase. There is a also a up (up arrow key) so will roll back to the up, so that gamer can touch the finishing line at the same time for all of the zombies.

Game scene and script file is uploaded as name as **WeightLevelThree.rar** folder

<https://github.com/ComputerGraphicsSessonalCSE414/allassets>

**Step 9: Color Matching(level 1**)  
In the color matching level one there are two zombies but there finishing line is different, gamer have to select the correct the finishing line. First of all select the zombie by the number keypad and change line by the left and right arrow keys. Here there is also a push up option. Gamer can roll back a zombie to the up direction.

Game scene and script file is uploaded as name as **ColorLevelOne.rar** folder

<https://github.com/ComputerGraphicsSessonalCSE414/allassets>

**Step 10: Color Matching(level 2**)  
In the color matching level Two there are three zombies but there finishing line is different, gamer have to select the correct the finishing line. First of all select the zombie by the number keypad and change line by the left and right arrow keys. Here there is also a push up option. Gamer can roll back a zombie to the up direction.

Game scene and script file is uploaded as name as **ColorLevelTwo.rar** folder

<https://github.com/ComputerGraphicsSessonalCSE414/allassets>

**Step 11: Color Matching(level 3**)  
In the last level of color matching there are four zombies but there finishing line is different, gamer have to select the correct the finishing line. First of all select the zombie by the number keypad and change line by the left and right arrow keys. Here there is also a push up option. Gamer can roll back a zombie to the up direction.

Game scene and script file is uploaded as name as **ColorLevelThree.rar** folder

<https://github.com/ComputerGraphicsSessonalCSE414/allassets>

**Step 12: Game Ending Scene**There are two types of game ending scene   
**1. Weight balancing:** when all the zombies z axis will become grater than -4.065 the game will be terminated and the ending scene will come. It has two button “Reload” & “Main menu”. “Reload” will turn to the game scene again, and the “Main menu” will turn to the main menu scene.

**2. Color matching:** when all the zombies z axis and x axis value will equal to the terminal objects z axis and x axis the ending scene will come. It has two button “Reload” & “Main menu”. “Reload” will turn to the game scene again, and the “Main menu” will turn to the main menu scene.Two Ending scenes (color and weight) is uploaded as name as **ExitScenes**<https://github.com/ComputerGraphicsSessonalCSE414/allassets>

**Step 13: Quit Game**

Last of all for the quit option there is a unity built in function **Application.Quit()**Script file uploaded as name as **Quit.cs**

<https://github.com/ComputerGraphicsSessonalCSE414/allassets>