**Zombie Land**

**Background Storyline of the Game:** Zombie land is a game based on the movements of some cute little zombies. These zombies fall from the spaceship into a platform and finally roll down to earth. In weight balancing episode of the fames these zombies try to fall in the earth together to find their new home. In color matching episode the zombie’s main goal is to match their color with the launching pad. If they can do so they will get a huge energy boost for their new home in earth.

**Weight Balancing:** The zombies try to fall in the earth in the same time and in the same place to stay together. To do so, the gamer need to ensure they are in the same line of direction while rolling maintaining the same speed. The episode is named weight balancing because the gamer need to control the weight of the zombies in order to achieve better rewards. There are 3 levels in this episode. The more the levels, the more zombies will hit the launching pad.

**Color Matching:** In this episode zombies are not in their correct line of direction. The job of the gamer is to select the zombies one by one and order them as per their color. This must be done within the stipulated time. Like the weight balancing episode, color matching too has three levels. The more the levels, the more zombies will hit the launching pad.

**Steps to Build the Game:**

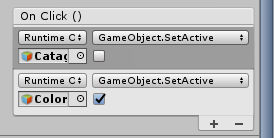
**Step 1: Basement and Zombie**

First select any cube, resize it and select the asset. Then, include four 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**

At the very beginning a menu option is displayed  
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. In the example, 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, we have to write a script.

The link of the script given below and the name of the script is **MenuScript.cs**<https://github.com/ComputerGraphicsSessonalCSE414/allassets>



**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 selected by canvas selection. At the beginning, the canvas need to be created.

As per the requirement of the gamer, a particular canvas will be selected and built-in animation option of unity will include the animation with the following script.

The name of the script is **PanelManager.cs**<https://github.com/ComputerGraphicsSessonalCSE414/allassets>   
 **Step 6: Weight Balance (Level 1**)

For the first level there are two zombies. The gamer need to control these zombie’s rolling speed by selecting them using left and right arrow key of the keyboard. Because if any of the zombies is selected, it’s size will be doubled and subsequently speed will increase as per the common Physics law. The up-arrow button is used to control the speed of the zombies.

Game scene and script file is uploaded as **WeightLevelOne.rar** folder.  
<https://github.com/ComputerGraphicsSessonalCSE414/allassets>

**Step 7: Weight Balance (Level 2**)

For the Second level there are three zombies. The gamer need to control these zombie’s rolling speed by selecting them using left and right arrow key of the keyboard. Because if any of the zombies is selected, it’s size will be doubled and subsequently speed will increase as per the common Physics law. The up-arrow button is used to control the speed of the zombies.

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

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

**Step 8: Weight Balance (level 3**)

For the Last level the game turns into a very difficult stage. This time the gamer need to control four zombies at a time. Rest of the options and gameplay is same as level-1 & 2.

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 having different finishing line. The gamer has to select the correct finishing line for an individual zombie matching the line color with the zombie color. In this scenario the gamer needs to 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 one there are three zombies having different finishing line. The gamer has to select the correct finishing line for an individual zombie matching the line color with the zombie color. In this scenario the gamer needs to 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**)

For the Last level the game turns into a very difficult stage. This time the gamer need to control four zombies at a time. Rest of the options and gameplay is same as level-1 & 2.

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 zombie’s Z axis will become greater than -4.065, the game will be terminated, and the ending scene will be generated. It has two buttons, ‘Reload’ & ‘Main menu’. ‘Reload’ will return to the game scene again, and the ‘Main menu’ will turn to the main menu scene.

**2. Color matching:** When all the zombie’s Z axis and X axis value will equal to the terminal object’s Z axis and X axis, the ending scene will be generated. It has two buttons, ‘Reload’ & ‘Main menu’. ‘Reload’ will return 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**

The quit option is in a unity built in function **Application.Quit().**Script file uploaded as name as **Quit.cs**

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