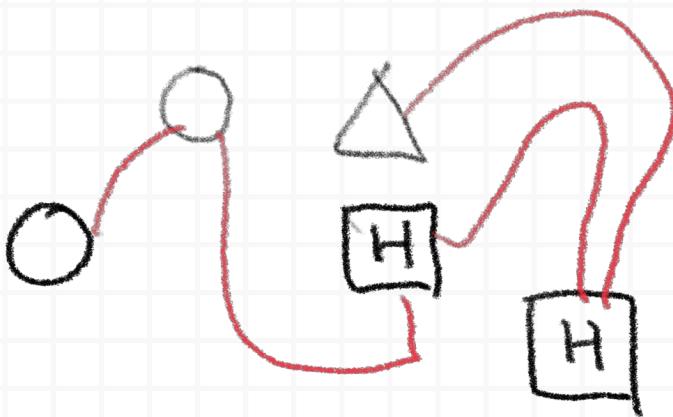


JUST TRY STUFF

**HOME**  
(home Sounds)



[WHAT HOME MEANS TO YOU]



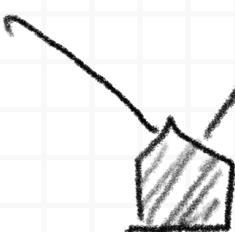


# WHAT HOME CHARACTER MEANS TO YOU

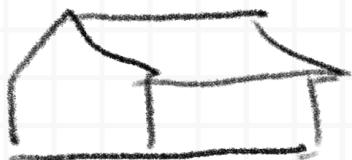


## HOME CHARACTER

- YOU GET HURT IF YOU ARE TOO FAR AWAY FROM HOME
- 'HOME' MOVES AROUND



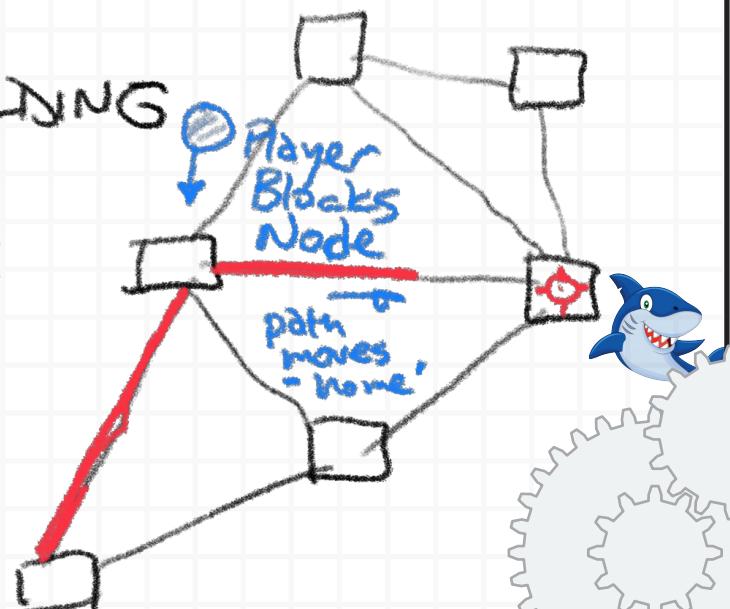
- HOME BASE (baseball)
- THE ACTIVE BASE MOVES AROUND FOR REFUELLED



## HOME BUILDING



## HOMING MISSILE



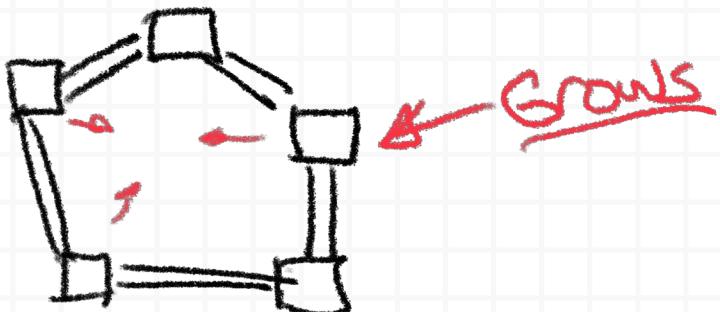


# WHAT HOME MEANS TO YOU



Space Ship for home  
reading (Battlestar Galactica)

## DESTROY EACH OTHER'S HOMES



## Main Points

- LOBBY -  
3 PLAYERS + TRAITER (RANDOM)



- PLAYERS START IN DIFFERENT SPAWN LOC'S
- SPAWN (RT DIRECTION)
- FIRE
- NATURAL RATE RAND

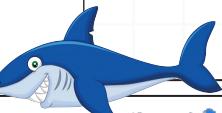


CONTROL



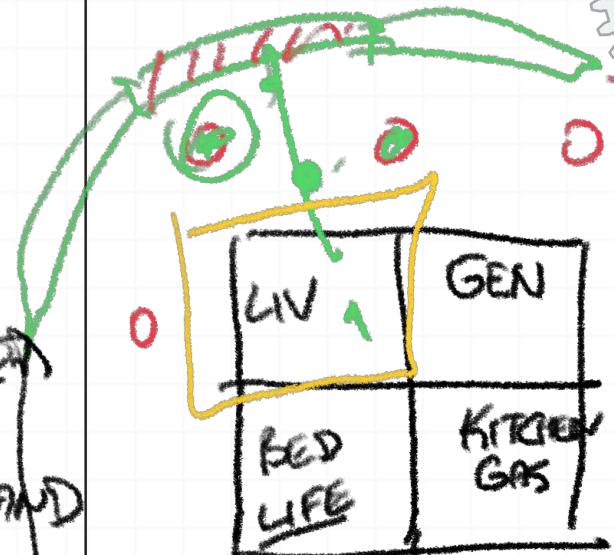
MOVE

ROTATE VIEW



## Takeaways

ZOMBIES CAN KILL EVERYONE



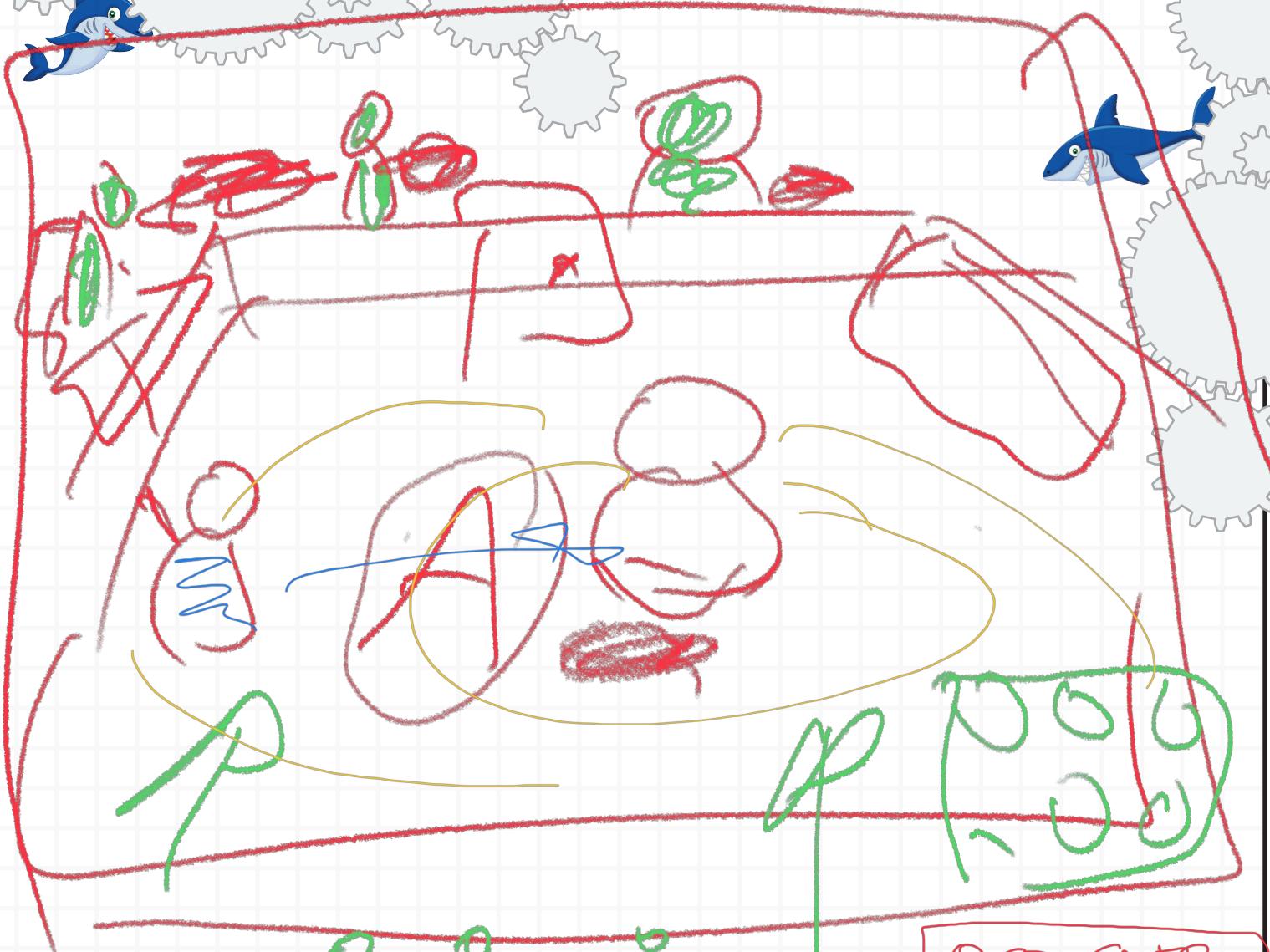
ZOMBIE SOUND EFFECT



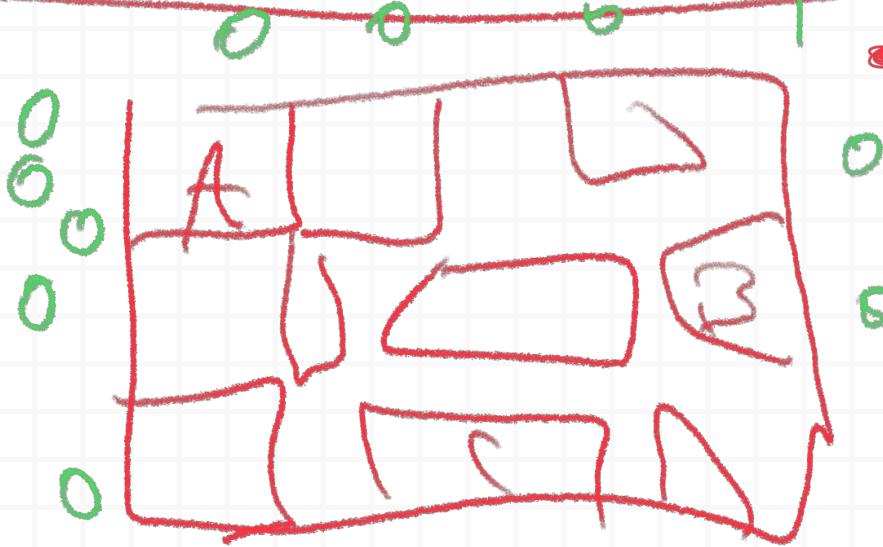
PATHFINDING

STRONGER TOGETHER (FIRE RATE MOVE)





OOTOCONTROLS





# NIGHT/DAY CYCLE



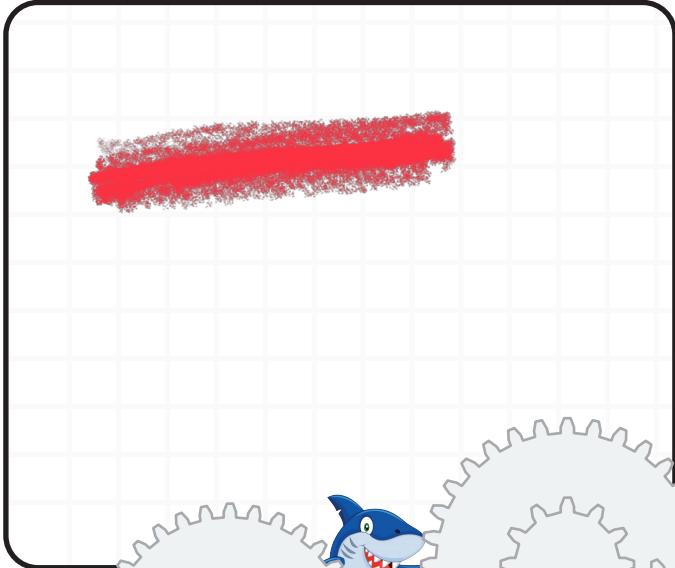
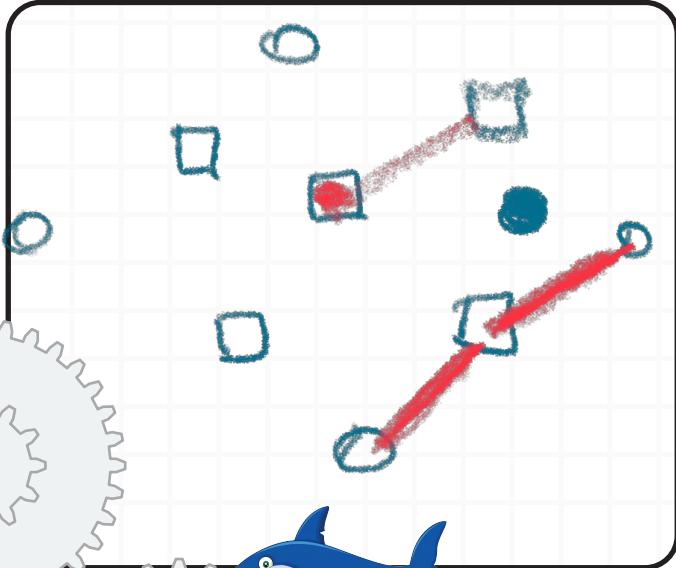
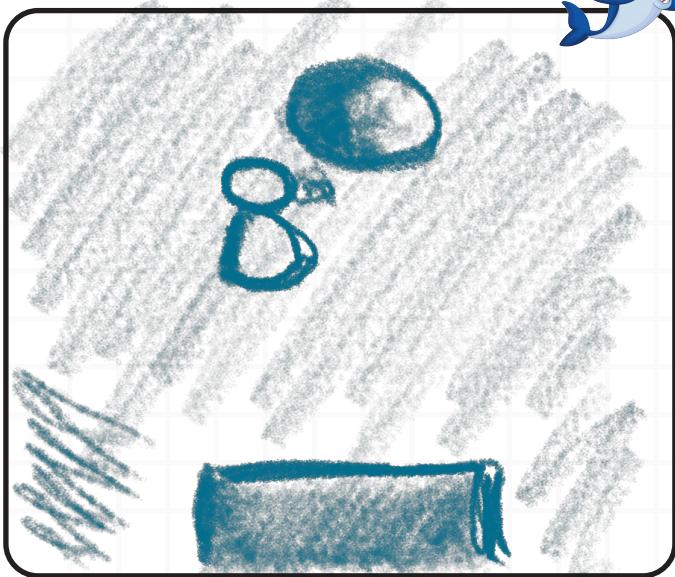
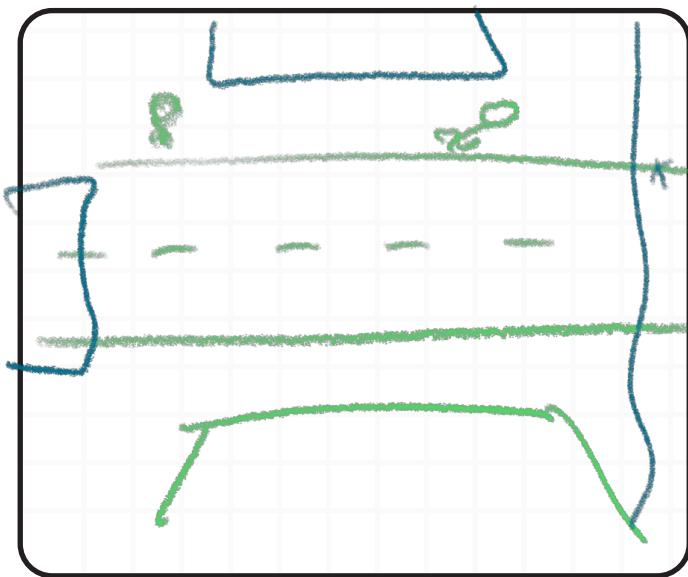
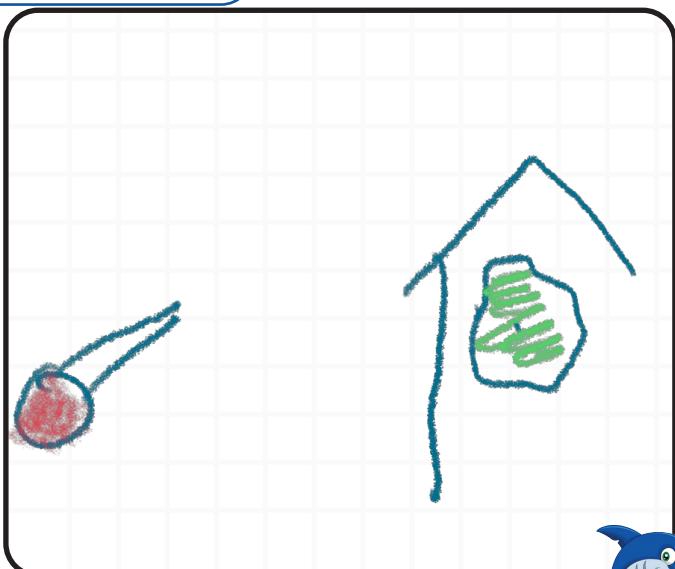
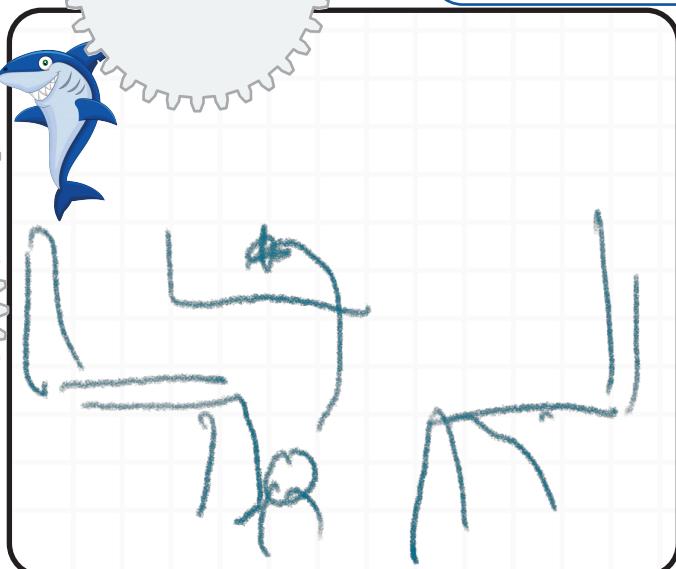
5:00 MAX HOLD OUT

3 vs 1 TRAITOR

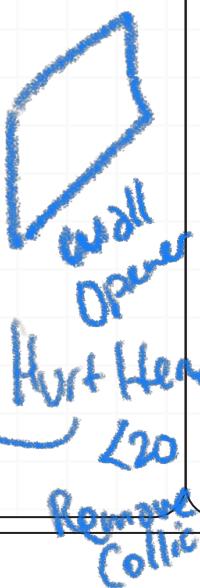
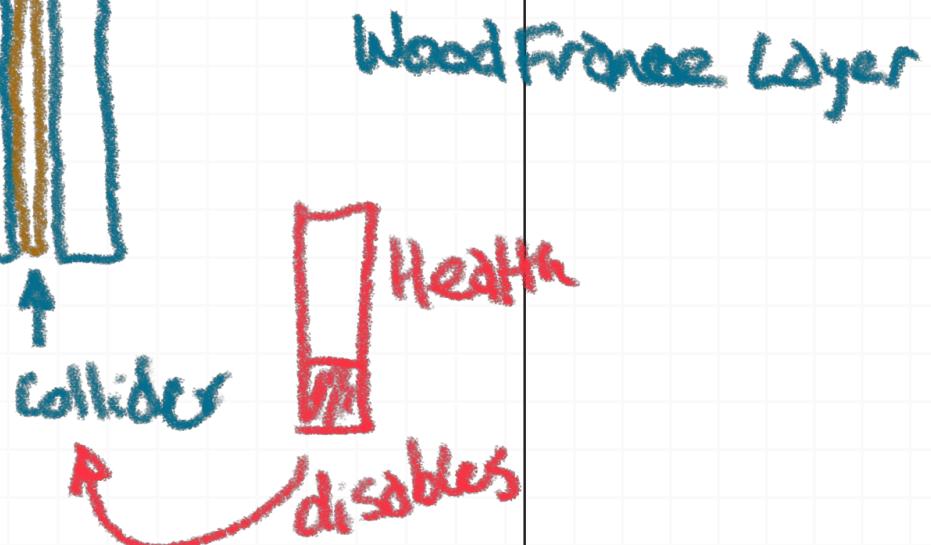
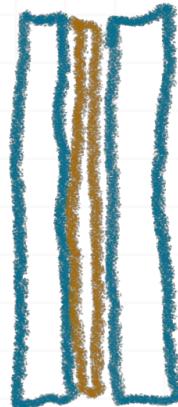
DESTRUCTIBLE  
WALLS

WAVES / MAX DROP COUNT  
IF ALL ZOMBIE DEAD  
T LOSES  
OR T VOTED OUT





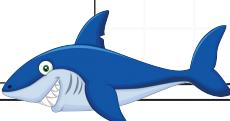
## Main Points

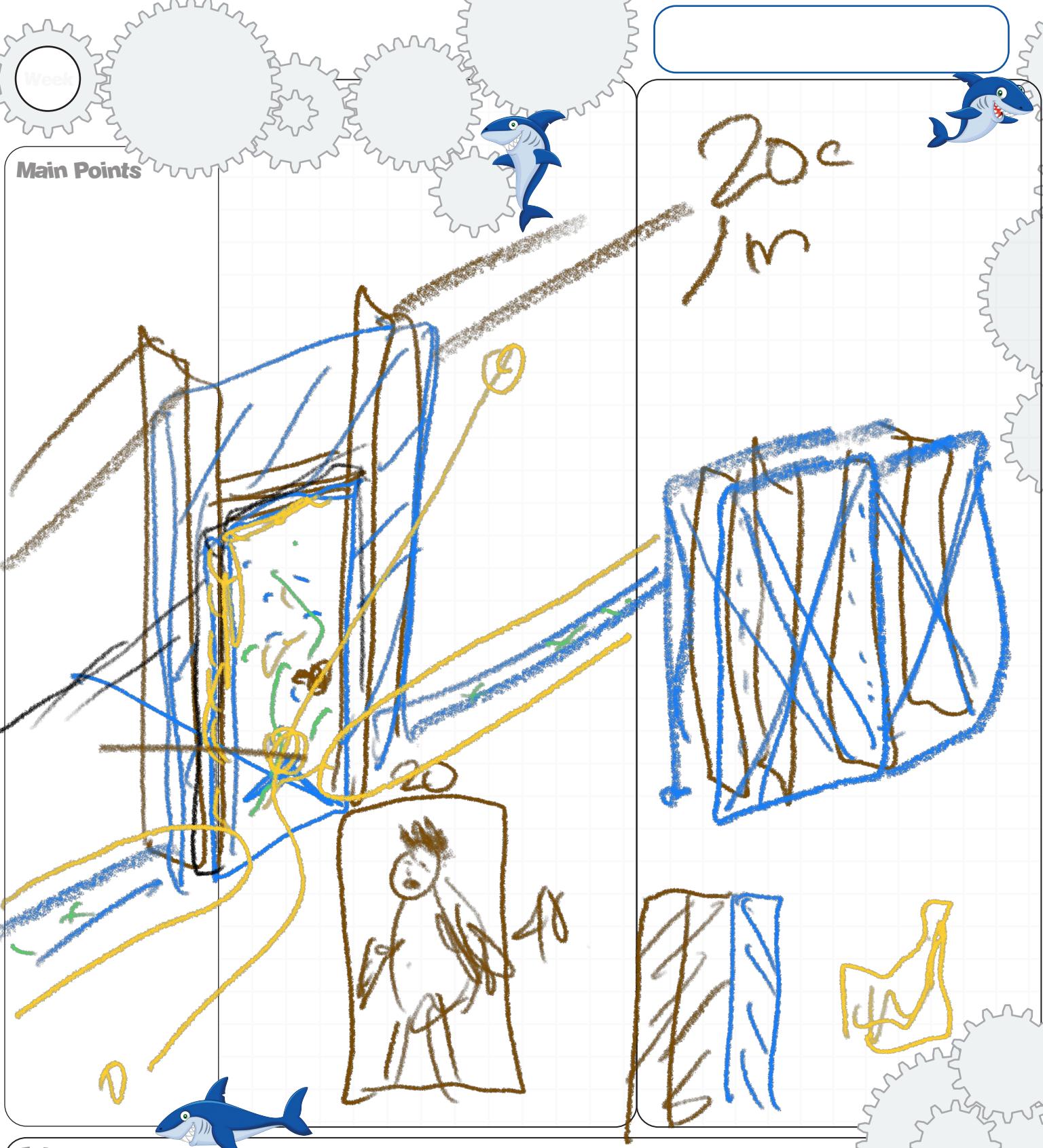


"OnBulletHit"  
 $\{$  "Point", Vector $\}$   
 $\{$  "object", GameObject $\}$



## Takeaways





Main Points

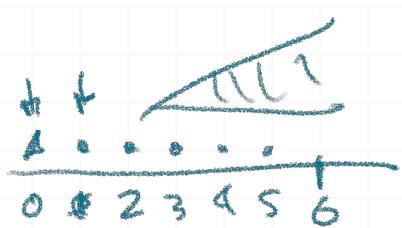
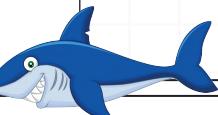
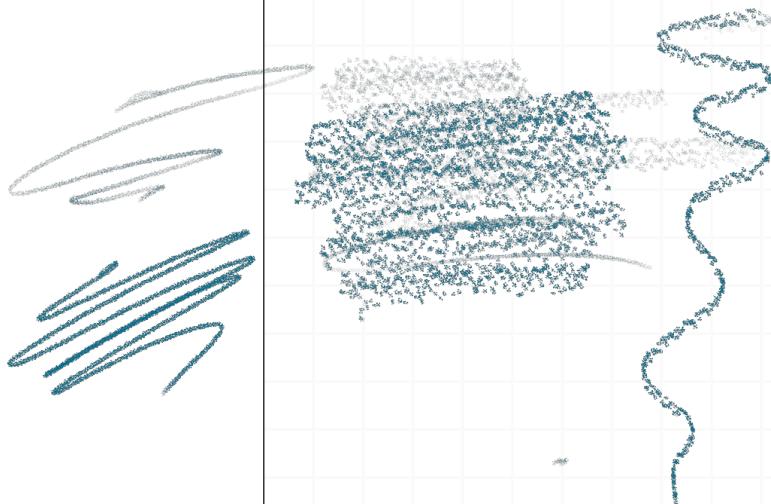


Page

## Main Points

**A** WACC

**WACC DPP**



## Takeaways