

# Proposal - Jeep Run

## Group Members

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## Setting

- Takes place in zombie infested desert
- Goal is to escape zombies and make it to a hideout/safespace

## Design

- Control a jeep w/ a turret
- Has either machine/gattling gun or missile launcher
- Enemy types:
  - Wandering zombie (slow, melee)
  - Zombie w/ gun (Keeps distance, shoots at player)
  - Kamikaze zombie (Runs towards enemy, explodes on collision + death (?))
  - Glider zombie (Can't be run over, quick, ranged weapon) - (If we have time) (Could be other type of special enemy)
- Collectables:
  - Health collectable (Regenerates health)
  - Incincibility
  - Improved ammo (Makes gattling gun shots explode/do more damage)
  - Speed bost
  - Jeep gun (shoots from the front of the Jeep) - (If we have time)
  - Ray gun upgrade (Special weapon, one time shot, deals lots of damage, constant for multiple seconds) - (If we have time)
- Zombies will have advanced steering behaviours
- HUD:
  - Ammo count (either player has to relaod xor collect ammo on ground)
  - Health bar/count
  - Time left to find safezone
  - Minimap (if we have time)
- Jeep turret follows the mouse to aim
- Control the jeep w/ wasd keys

## Extra (If we have time ☹)

- Extra maze level in city

- Music + sound effects (would be nice)
- Advanced tactical AI for glider zombie

## Timeline

- Start looking for assets asap
- March 2, use assignment as base for assignment. Should have Enemies + enemy movement, Jeep movement, some of collectables done.
- Use ported assignment as base for Assignment 4. Should mean that Jeep turret is implemented by March 23.
- Start work on HUD, 4 days.
- Implement rest of collectables, 3 days.
- Implement win condition, 2 days.
- Work on extra features