Todo list

1. Vital
   1. Add map (Noah) (map 1 done, destructibles still aren’t spawned)
      1. I’ve got this part but I’ll still teach you how to use the scene editor so you can make a background for the main menu if you want
      2. Extra: add additional maps
   2. Player can die (Emanual)(done)
      1. Until the main menu is made it’ll just quit the game when this happens but once there is a main menu it’ll put you there instead
   3. Add main menu (Emanual)
      1. Requires at minimum: way to start game, way to quit game, way to view the controls, title (done)
      2. Extra: a settings menu and way to view scores
      3. I found an example of this which might be able to help you if you need it
   4. Add dictionary for the player’s ammo current amounts and maximums
      1. Should be easy
   5. Add way to regain ammo and health (noah)(done)
      1. Planned to be a doom eternal like glory kill system for this
      2. Player will be able to get more than max health but it decays until it’s back at the max (cut)
      3. I’ve got some ideas on how to implement this
   6. Add way for enemies to attack player when they are standing on an object
      1. Current plan is to have the environment be destroyed by the zombies
      2. If that doesn’t work we can make the zombies climb up walls
   7. Add waves (noah)
      1. Spawns about 10-20 zombies total in first wave (amount may change)
         1. Amount spawned in total increases after each wave by a fixed amount (probably shouldn’t be random)
         2. Zombies do not become stronger as waves go on
         3. Should probably show the player how many are left at any given time
      2. Only so many zombies will be present at a single time
         1. If options menu is added then the amount of zombies present at any given time will be modifiable by the player
   8. Add additional weapons and modify existing one
      1. Shotgun
         1. High damage, medium-low fire rate, crowd control weapon
         2. Large ammo capacity
      2. Rifle
         1. This will be good for getting enemies into their glory kill state
         2. Medium fire rate and damage, ok ammo capacity
      3. Minigun
         1. High total ammo but eats through it like nobody’s business
         2. Lower-middle damage per shot
         3. Amazing crowd control or way to take out big enemies
      4. Rocket launcher
         1. Slow firing, AoE death
         2. Low ammo count
      5. Autocannon changes
         1. Make headshot 1 hit kill
         2. Allow zoom (do by reducing fov)
         3. Fire rate between rifle and shotgun
         4. Ammo amount slightly below average
      6. For now weapons don’t need textures or extremely special models as long as there is something to help tell them apart
      7. I have ideas on how to implement the rocket launcher and the others but I’m unsure on how to add the shotgun
2. Improves gameplay but not necessary
   1. Add head to zombies so you can target that to kill them faster
      1. I think I know how to add this
   2. Add more enemy types
      1. Tank with large health and size but slow movement
      2. Speedy dude who is fast and small but has very little health
      3. Maybe some more
   3. Score system
      1. Gain score by killing zombies and collecting story items
      2. Can save a name and see the score compared to their previous runs
3. Extra things for if we have the time
   1. Add sounds and extra visuals to make game look slightly better
      1. Particles
         1. Appear when shooting zombies and/or environment
         2. I know where to find a prebuilt system for this
      2. Lighting
         1. Make the game look more moody and dark but still nice
         2. Also maybe find way to make environment light up a bit when weapon is fired
      3. Indicators for health depending on health
         1. Text turns red when health is low, with text to speech low health line
         2. Text turns yellow when medium
         3. Text turns green for high health
         4. Text turns blue whenever the player has more than max health
         5. Maybe do this for ammo too?
      4. Sounds
         1. Weapon sounds
            1. Should sound fairly strong and aggressive or something like that
            2. Way to inform player that they have ran out of ammo
         2. Glory kill sounds
            1. A squelch and crunch and maybe more idk
         3. Zombie sounds
            1. Standard stuff
         4. Sounds for movement and player death
            1. Footsteps should be some weighty robotic thing
            2. Player death would be some form of computer and mechanical shutdown and/failure sound
         5. Sounds to show that a wave is starting
         6. Spooky ambiance for atmosphere (maybe using the sound of a black hole?)
         7. Music
            1. Should be aggressive and fast to match gameplay
            2. Maybe something from doom
      5. Animations for firing weapons and such
   2. Add story (I have a plan for this)
      1. How it’ll be told
         1. The story will be mostly told through interactable items hidden throughout the map
            1. when interacted with pauses enemies and the player, then puts some text on the screen as well as maybe an background
            2. To get back to the gameplay the player will just need to click
         2. There will also be a bit of text providing some insight into the world and what you need to do at the beginning
            1. It’ll tell you about what you are, what you need to do, etc
         3. Hopefully we’ll be able to add some endings
            1. One for a death, one for getting to round 100 and one for reaching round 100 and collecting all story items
         4. Also they should be some floating glowing spheres (if they were just lights then they wouldn’t be visible)
            1. More will hopefully show up as waves go on
            2. Able to be seen above buildings in background
      2. What the story is
         1. Setting
            1. Set during the fall of humanity (very long ago in a different dimension) in my comic
            2. On a planet with the last remaining bunker of the last human nation standing about to fall to the undead hordes
            3. Humans were weakened after fighting each other and then other cosmic entities finished them off (in this case it’s The Lights)
         2. Main character
            1. Robot-cyborg thing called a “Last Stand”
            2. Made with a human mind placed inside a robot body

The minds used in these robots were not from willing people. Player is initially told otherwise.

100 originally made but only 10 entered service, rest were unsuccessfully transferred. Player is initially told only 10 were made.

Robots that did not make it were used to strengthen the ones that did

* + - 1. Plot
         1. Player’s robot boots back up and is told that they were brought offline for a while due to damage.

Text gives player some background and instructs the player to kill them all (referring to The Lights mostly, and the zombies as well but player doesn’t know that). It also tells the player to “[DATA CORRUPTED] us.”

Says “avenge us,” player will likely think it says “save us”

* + - * 1. Story items

Each telling a small story and giving some more idea of what was going on

One allows you to learn that the reason the world looks so simple in game is to prevent the robot from going insane from the sight of the zombies

* + - * 1. The Lights

2 glowing entities that appear to watch the player

More appear as waves go on

* + - 1. Endings
         1. First is a death ending that tells you that your robot is torn apart and as it’s life fades it remembers some of its past
         2. Second is the “bad” ending where player kills all zombies and they go on trying to find more zombies but never find any more and eventually rust away and die

Occurs when player reaches wave 100 and beats it without collecting all of the story items

* + - * 1. Third is the true ending, where the player kills all the zombies and then its going to try and fight The Lights (setup for a second game if there is one)

Occurs after player collects all story items and beats wave 100

Bugs

1. Need to fix
   1. Zombies stop following player when they jump on something
   2. Zombies also only follow for 40 map units
   3. Player can leave map through slight gap in walls
   4. When hot reloaded is used it causes the player to fall through the map
2. Doesn’t effect gameplay but if we have the time should be fixed
   1. Health and ammo counters are not correctly sized until player fires their weapon or loses health