

Cylinder-Killer

Zombie Shooter Escape

Characters:

Works on CylinderMonster master class,

- 1. Brainless Cyindre-Worst AI, can't climb , slow,stuck on corners accumulate*
- 2. Normal Cyindre-AI,can climb,fast with boosts*
- 3. Aggressive Cyindre-can climb, boost with time*

Weapons:

Parametrized damage,

- 1. Basic Weapon:1 hit to brainless, 3 to normal, 6 to aggressive (parameterized)*
- 2. Sticky Weapon:stick to each other,stick to obstacles*
- 3. Pacifier Weapon: aggressive become Lovely hold others and go away,normal stunt,brainless stunt*

Terrains:

- 1. Rough Terrain: slows everybody*
- 2. Obstacle: Brainless Cyindre stuck, Normal Cyindre pass by, Aggressive jumps over*
- 3. Sliding:Slide without remorse*

*UI: every Cyclindre have a status bar for:
stuck,aggressive time,sticked etc. UI modified by events*

*Protagonist: ammo switch, weapon switch,auto aim
trigger on player,*

Further Development

**Better Sort Algorithm for Auto-Aim.*

**Planned ammo/Weapon classes with already
implemented interfaces.*

**Planned Characters and AI improvments, more Skill on
Cylinders.*