Untitled Zombie Game

Team
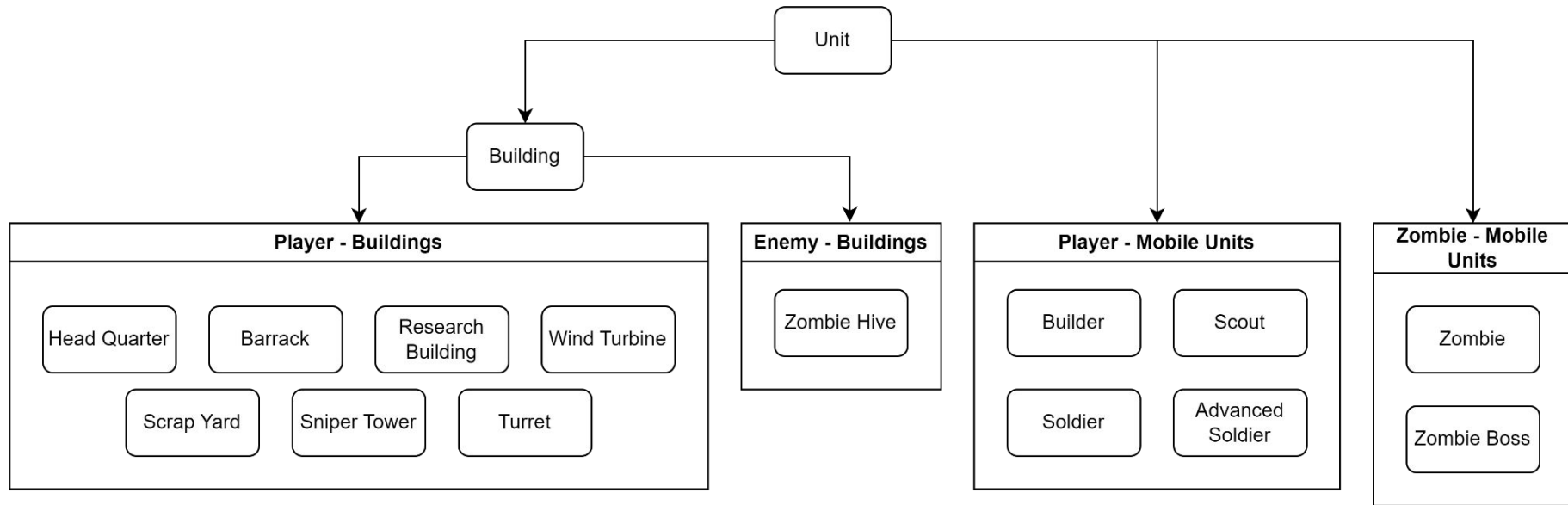
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Description of Our Game

- Traditional RTS
- Set in a post-apocalyptic world
- Defend your settlement from zombie onslaught
- Explore the world filled with points of interests
- Gather resources and rescue survivors
- Research a cure to win the game

Units

Hierarchy

Player Units - Mobile Units

Builder
- Build buildings

Scout
- Starter defensive units
- Melee attack
- Can capture point of interests

Soldier
- Standard defensive unit
- Ranged attack

Advanced Soldier
- Advanced defensive unit
- Ranged attack

Player Units - Buildings

Headquarter
- Heart of settlement(i.e., if destroyed, player loses game)
- Can create Builder and Scout units

Barracks
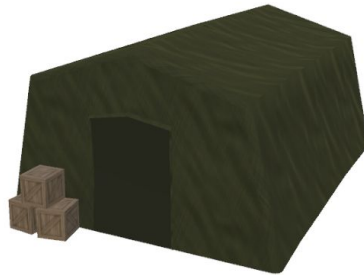- Allows player to create Soldier and Advanced Soldier units

Research Building
- Allows player to unlock and upgrade units
- Player can research cure

Wind Turbine
- Generates power for player

Scrapyard
- Generates scrap for player
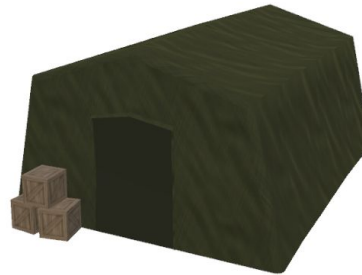
Player Units - Buildings Continued

Sniper Tower
- Stationary defensive unit
- Increased damage and range
- Reduced rate of fire

Turret
- Stationary defensive unit
- Standard damage and range
- Increased rate of fire

Enemy Units

Zombie
- Offensive unit
- Melee attack

Zombie Boss
- Offensive unit
- Melee attack/ranged attack
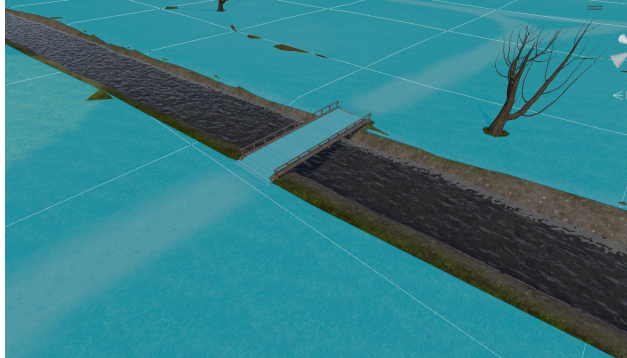- Increased damage, range, health

Hive
- Enemy building
- Responsible for amount of zombies spawned

Technical Requirements

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- Camera Movement and Controls
- Queue/Action System
- Physics and Navmesh
- Animation and AI behaviour
- Fog of War
- Custom Shaders

Main Classes/Components

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Singletons

- GameManager
- ResearchManager
- HUDManager
- FogOfWarManager
- GameStatistics

Components

- Multiple independent scripts that interact with singletons
- Use of managers allowed for decoupling between scripts

Additional Features

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- HUD
- Unity Terrain
- Custom textures/meshes
  - Most meshes and textures were made by us
  - Excluding car model, and humanoid models which were downloaded from Mixamo
- Particle effects

Live Demo

Future Development

- Balancing, balancing, balancing
- Enemy variety
- Bosses
- Adding more to environment
  - Grass
  - Decayed buildings
  - Etc.
- Sound effects/ambient sound

Difficulties

- Hooking up events
- Shaders
- Time

Thanks For Listening