

Bugs vs. Picnic

Our game is picnic themed. The attackers invading the picnic are bugs coming for your food. The two attackers are a normal ant and a wasp, while the two defenders are a zapper and a bug repellent. The zapper attacks any bugs to it, while the bug repellent repels bugs away (they start walking the other way upon contact). The wasp can fly over the zapper, but not the repellent. The player must choose wisely though, due to the cost of the repellent being higher. There is a special pesticide button the player can click to destroy all attackers currently on the field, however, this is also significantly more expensive. The game difficulty slowly increases over time. Zombies start spawning at a slightly faster rate so the player must struggle to keep up as the game continues. We also added a cheat button to give players more resources if they need it.