COMP 4478 Project 1 Group 2
https://github.com/InterloperHS/COMP-4478_Project_1

Members

- Abed Alhalim Ezz Aldin
- Abit Jestine
- Adam Giddens
- Austin Hart

- Jacob Lavoie
- Justin Jacko
- Tahmidul Islam

Concept and Style

We chose to create an 8-bit style top down dungeon crawler game, where the objective is to kill all of the zombies. We took inspiration from games like Oregon Trail and The Legend of Zelda. We custom made our character and enemy sprites to fit our game and theme.

Story

In 1977, the Voyager 1 space probe was launched into space by the US Space Agency. The probe carried a golden disk that contained images and sounds from Earth, including information about its location in the galaxy. Fast forward to the year 2023, and the connection with the probe was suddenly lost after it had traveled 22 billion kilometers. Scientists initially believed that the probe's nuclear battery had expired, but it was later discovered that the probe had collided with an alien spaceship and was destroyed. The aliens found the golden disk and were able to decode the images and messages it contained, which led them to Earth. However, the aliens were not friendly. In fact, they harbored a deep resentment towards humanity for reasons unknown. When they arrived on Earth, they released a deadly zombie virus that infected the majority of the planet's population. As one of the few remaining uninfected individuals, it's now up to you to fight off the zombie hordes and save the planet from destruction. Armed with whatever weapons you can scavenge, you'll need to navigate the dangerous and zombie-infested terrain, fighting off the undead and trying to find a way to stop the aliens before it's too late. Are you ready to take on the challenge and save humanity from a fate worse than death?

Rules

The player spawns in the first room and must kill the zombies in there. The player has a health bar and an ammo counter, which displays the bullets they have left. Bullets can be replenished by picking up ammo drops, but health cannot be. If a zombie hits you, you take damage, and the game is over when your health hits zero. Your goal is to move throughout the rooms and kill all of the zombies without dying.
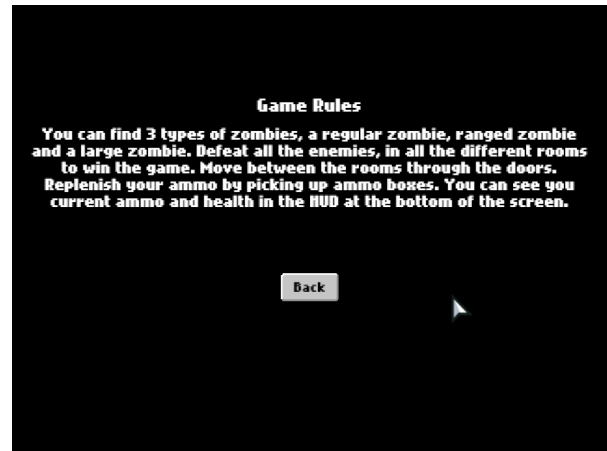
Work Breakdown

Abed Alhalim Ezz Aldin	- Story and cutscenes coding
~~Abit Jestine~~	~~- Music and sound effects~~
Adam Giddens	- Enemy AI and logic
Austin Hart	- Player and bullet logic
Jacob Lavoie	- Sprites and assets
Justin Jacko	- Map design and functions
Tahmidul Islam	- Player HUD and UI

Screenshots

| Main menu.	

Rules menu. Describes the game rules, win/lose conditions.	
Options menu. Buttons to change the player movement speed and game volume, which is saved in local storage and retrieved on game launch.	
Interactive story mode. Click to progress through an animated review of the game's story, ending in a minigame that starts the main game. Click to continue hint, to clarify to user that they need to click the screen.	
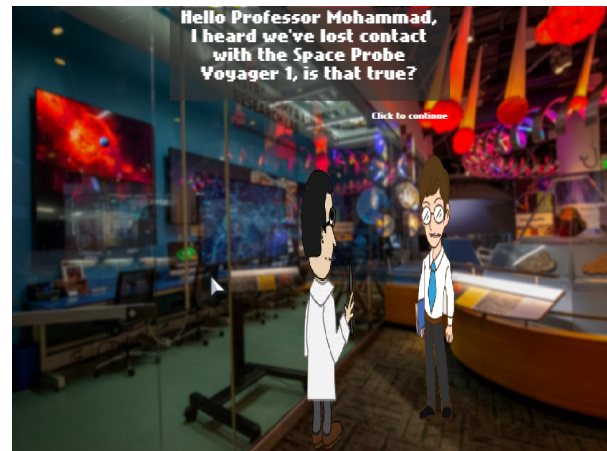
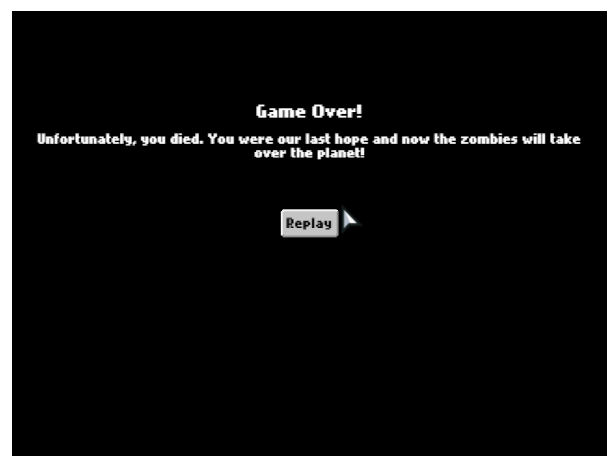|	
Main game. Animated player and enemy/zombie sprite. Custom mouse pointer. Tilemap with multiple levels. Move between the levels using the doors. HUD to keep track of ammo and player health. More ammo can be acquired from the ammo boxes (animated sprites).	
Screen flash and player flickering on damage.	
Pause menu. Can be accessed by clicking the pause button or when game window is defocused. Lets the user resume the game, stop and go to the main menu or go to options menu to change movement speed.	

Help menu. Details the control scheme. Can be accessed by clicking the help button.	
Game Over menu. Shown when player dies, switches to a new FlxState and lets the user go back to the main menu (by clicking replay).	
Win Menu. Shown when player kills all zombies, switches to a new FlxState and lets the user go back to the main menu (by clicking replay).	