

A background of a city skyline composed of numerous brown and grey pixelated buildings of various heights and architectural styles, set against a solid orange background.

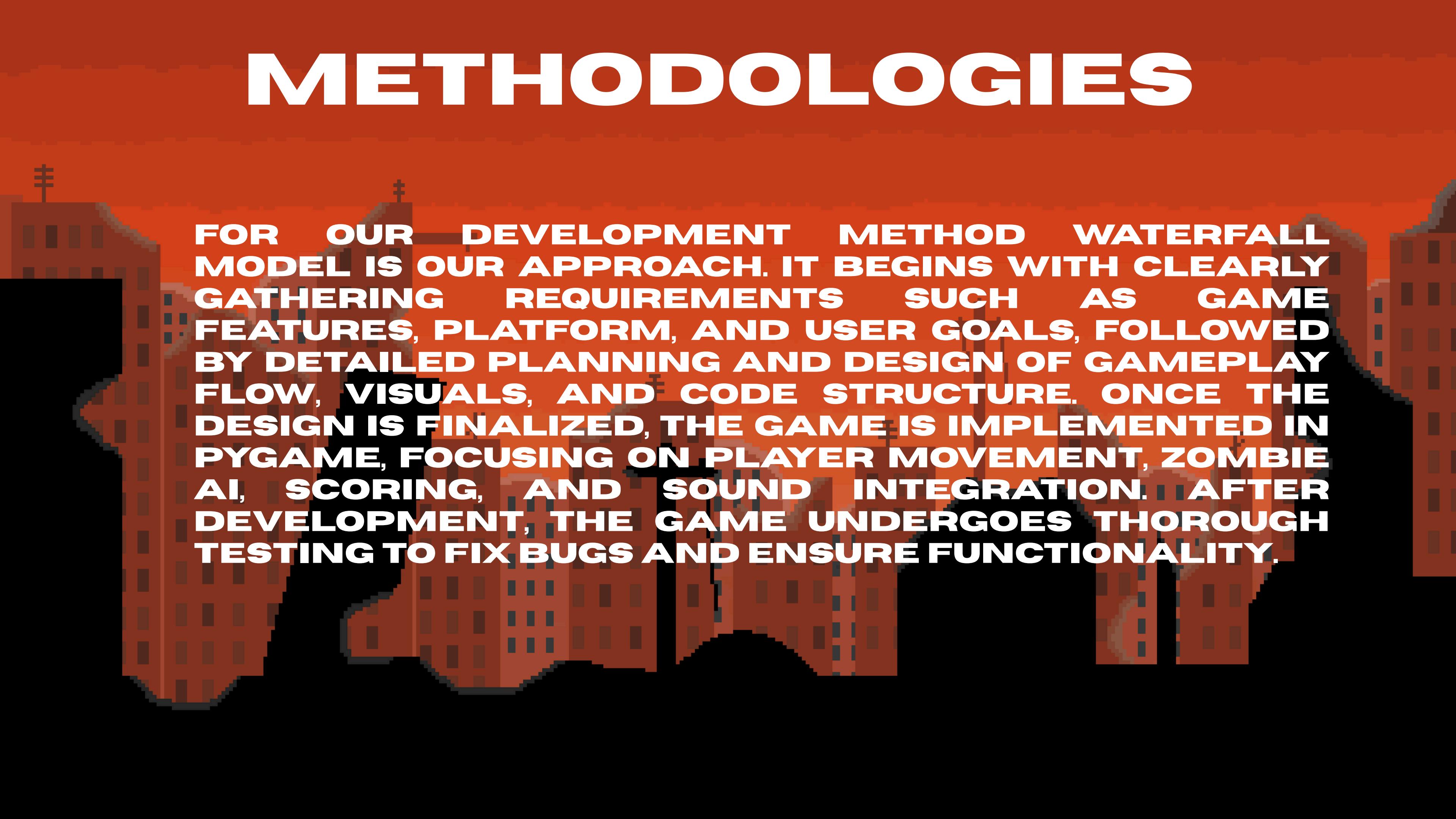
J N L
STUDIO
PRESENTS

UNDEAD SIEGE

PROJECT OVERVIEW

UNDEAD SIEGE IS A FAST-PACED ZOMBIE SURVIVAL GAME THAT CHALLENGES PLAYERS' REFLEXES, STRATEGY, AND ENDURANCE. THE IDEA ORIGINATED FROM A DESIRE TO DELIVER INSTANT, HIGH-ADRENALINE ACTION WITHOUT EASING PLAYERS IN. INSPIRED BY CLASSIC ARCADE SHOOTERS AND MODERN WAVE-DEFENSE GAMEPLAY, IT IMMERSES PLAYERS IN A CHAOTIC, POST-APOCALYPTIC WORLD. THE GAME IS TAILORED FOR FANS WHO ENJOY INTENSE, FAST-PACED SURVIVAL CHALLENGES FROM THE START.

METHODOLOGIES

A black and white pixelated cityscape serves as the background for the slide. It features various buildings of different heights and architectural styles, some with visible windows and doorways. The sky above the buildings is a solid light gray.

FOR OUR DEVELOPMENT METHOD WATERFALL MODEL IS OUR APPROACH. IT BEGINS WITH CLEARLY GATHERING REQUIREMENTS SUCH AS GAME FEATURES, PLATFORM, AND USER GOALS, FOLLOWED BY DETAILED PLANNING AND DESIGN OF GAMEPLAY FLOW, VISUALS, AND CODE STRUCTURE. ONCE THE DESIGN IS FINALIZED, THE GAME IS IMPLEMENTED IN PYGAME, FOCUSING ON PLAYER MOVEMENT, ZOMBIE AI, SCORING, AND SOUND INTEGRATION. AFTER DEVELOPMENT, THE GAME UNDERGOES THOROUGH TESTING TO FIX BUGS AND ENSURE FUNCTIONALITY.

PLATFORMS USED IN DEVELOPMENT

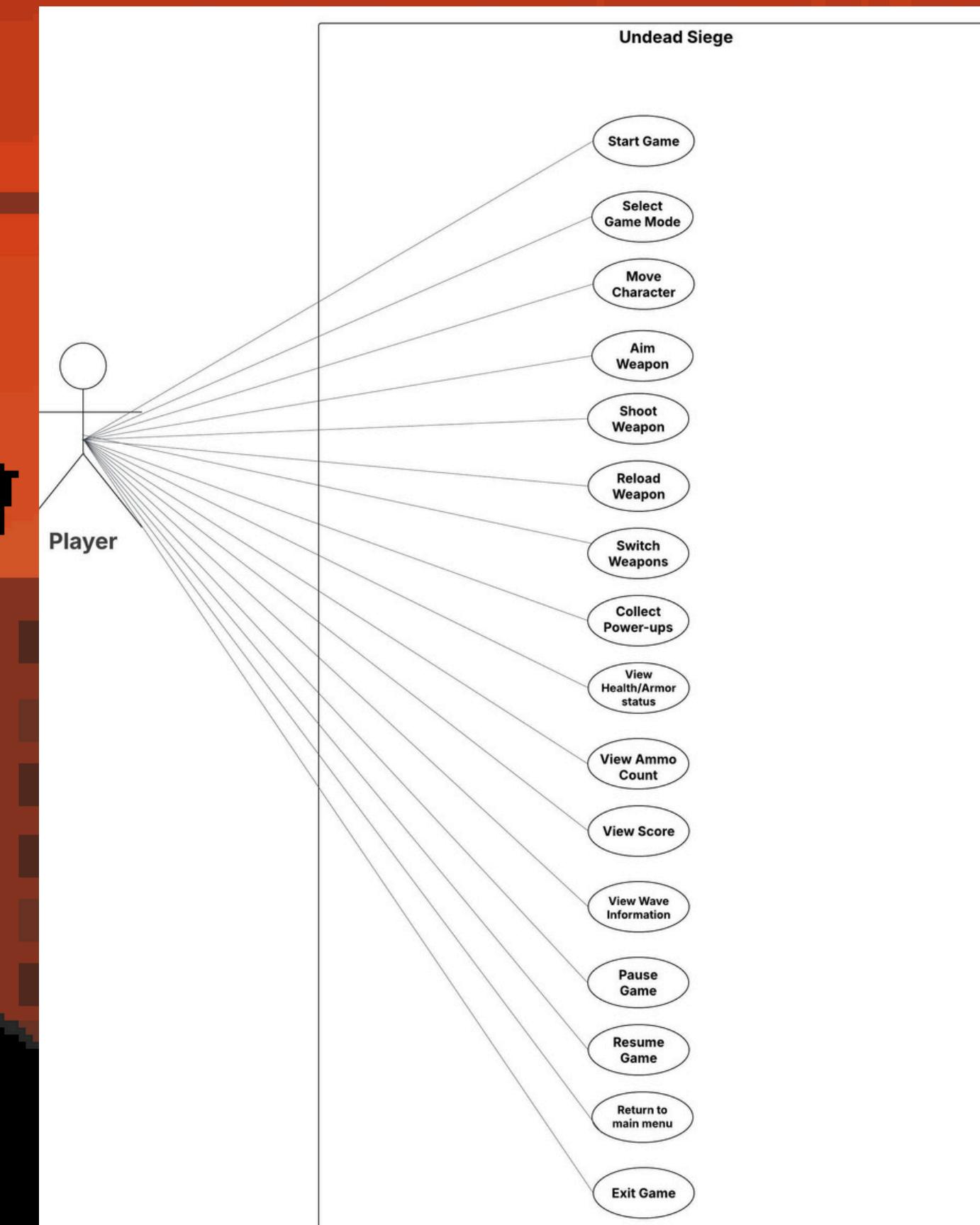


PYGAME

DEVELOPED USING PYTHON AND PYGAME, IT LEVERAGES OPEN-SOURCE TOOLS IDEAL FOR 2D GAME DESIGN. ITS LIGHTWEIGHT CODE, RESPONSIVE CONTROLS, AND EFFICIENT SPRITE MANAGEMENT ENHANCE BOTH PERFORMANCE AND PLAYER EXPERIENCE. OPTIMIZED FOR LAPTOPS AND DESKTOPS, THE GAME RUNS SMOOTHLY ON PC SCREENS.

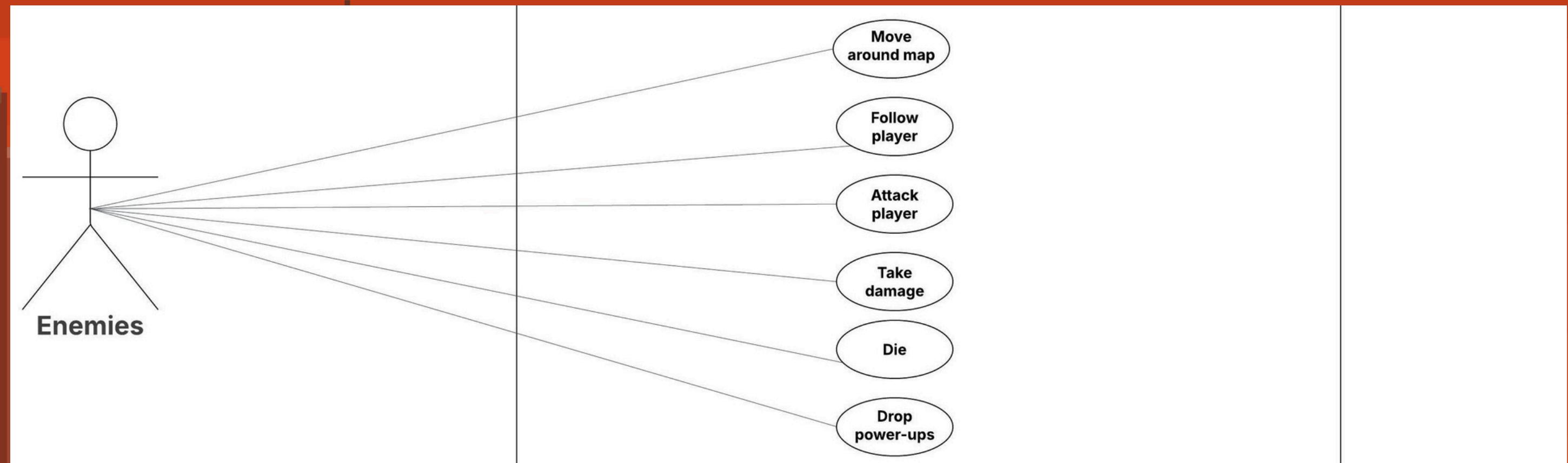
USE CASE DIAGRAM

PLAYER ACTOR:



USE CASE DIAGRAM

ENEMIES ACTOR:



USE CASE DIAGRAM

GAME SYSTEM ACTOR:



KEY FEATURES OF THE GAME

- DYNAMIC WAVE SYSTEM IN CLASSIC MODE
- MULTIPLE WEAPON TYPES
- POWER-UP SYSTEM
- HEALTH AND ARMOR MANAGEMENT
- BOSS BATTLES

APPLICATION PROTOTYPE

MENU

UNDEAD SIEGE

CLASSIC MODE

TIME RUSH MODE

ENDLESS HORDE MODE

BOSS MODE

GAME GUIDE

EXIT

APPLICATION PROTOTYPE

GAME GUIDE

CONTROLS:

WASD - MOVE CHARACTER
MOUSE - AIM WEAPON
CLICK - SHOOT
R - RELOAD WEAPON
1-5 - SWITCH WEAPONS
ESC - PAUSE GAME

POWER-UPS:

- SPEED BOOST - INCREASES MOVEMENT SPEED 
- DOUBLE DAMAGE - DOUBLES WEAPON DAMAGE 
- HEALTH PACK - RESTORES 100 HP 
- ARMOR PACK - RESTORES 100 ARMOR 
- AMMO PACK - REFILLS RANDOM WEAPON AMMO 
- INVINCIBILITY - TEMPORARY IMMUNITY 

APPLICATION PROTOTYPE

CLASSIC MODE

CLASSIC MODE

- WAVE-BASED SURVIVAL WITH INCREASING DIFFICULTY
- WEAPONS AVAILABLE
 - PISTOL
 - SLOW GUN
 - MACHINE GUN
 - RAILGUN
- EARN GOLD FROM KILLS
- WAVE STRUCTURE
 - 10+ ZOMBIES PER WAVE
 - DIFFICULTY INCREASES EACH WAVE
 - BOSS ZOMBIE EVERY 5 WAVES



APPLICATION PROTOTYPE

TIME RUSH MODE

TIME RUSH MODE

- SURVIVE FOR 5 MINUTES
- ARMED WITH BASIC PISTOL ONLY
- FAST-PACED ACTION WITH CONSTANT ZOMBIE SPAWNS
- SCORE AS MANY POINTS AS POSSIBLE BEFORE TIME RUNS OUT
- NO WEAPON UPGRADES
- COMPETE FOR HIGH SCORES



APPLICATION PROTOTYPE

ENDLESS HORDE MODE

ENDLESS HORDE MODE

- ULTIMATE SURVIVAL CHALLENGE
- BASIC PISTOL LOADOUT
- PROGRESSIVE DIFFICULTY INCREASE
- ZOMBIE TYPES UNLOCK BASED ON SCORE
- NO WAVE BREAKS, CONSTANT ACTION



APPLICATION PROTOTYPE

BOSS MODE



BOSS MODE

- WAVE-BASED BOSS BATTLES
- FIGHT THROUGH ZOMBIE HORDES AND BOSS ENEMIES
- EARN BONUS GOLD AND SCORE FROM BOSS KILLS

MEMBERS

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THANK YOU!