Ends Meet

Our game is called 'Ends Meet', which was made in unity. The player first gets to choose their own character such as the Knight then they are dropped into a map. This game is an rpg survival game where the player can move all around the map in any direction until there are waves of enemy zombies that attack the player and the player needs to defend and use their abilities in order to survive. The enemy zombies follow the player no matter their position on the map until the player defends and survives or loses. There are helpful features in order to survive such as the abilities which can be used more than once but there is a cooldown for each skill and ability and the player can even upgrade their health regeneration if they would like.

The mana and regeneration bars are displayed for the player and the enemy so the player can see if the enemy is close to dying or not and can retreat if they need to.There are many abilities including Right Hook which targets the closest enemy individually even if there is a mass of enemies near the player. There are also upgrades that the player can use on themselves such as armor or their health or their abilities in the Command Card. There are mutated zombies which includes speedy zombies, tanky zombies and intelligent zombies which are less than the normal zombies in mass, but are far more superior in the game and in the waves when the player is interacting with these mutated zombies. Also, the player can spend kills to increase a specific statistic on a character that can be up to 2x the base damage, speed, attack speed, health, regeneration, defense, and the kills needed scales to what tier the player is.