



BALDY VS ZOMBIE

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GAME INTRODUCTION

- The objective of the game is to survive as long as possible against an endless wave of zombies.
- You will be able to collect ammo.
- You will have a health bar that will deteriorate when in contact with zombies.
- You can shoot in all four directions.

DESIGN CONSIDERATIONS

Before starting our code, we wrote down the main lines of code we would need and went from there. This would be such as writing a collide code that registers an enemy as being killed.

There are classes for the character, enemies and bullets. These are their own entities and have their own behaviours.

We have a separate class for the bullet as it has to be spawned in as its own entity



ISSUES

During development, we encountered issues such as how our original idea was going to be a maze and you would have to traverse through it to find keys and eliminate enemies. But we could not create the game we wanted so instead we took the other elements and formed it into just a survival shooter game.

Visual Studio wasn't working for one of us so we had to sit there together writing the code.

We had some gameplay issues where our character could not move down and the gunshots didn't always come out. The features were working but not as intended.

Stemmed from the bullets despawning outside of a certain area of the map.

The pause feature was difficult to work out but we found a workaround.



DEMONSTRATION OF THE GAME



EVALUATION

The game we created wasn't what we had originally planned but we are pleased with how it turned out.

We are glad that we were able to identify and fix the errors ourselves.

We would have liked to have added more features such as a different weapon that would give the player a temporary boost.