Vincent Lamicela
IGME Project 2

For my game project, Humans vs. Zombies was my main inspiration, but I didn't have the time to implement all the rules of the game, so I settled on a simple "wave after wave" type game.

I made a few basic sound effects in FamiTracker, and grabbed an MP3 I happened to have that suited the game. All sound effects play in their proper places, such as when the player shoots a zombie, clears a wave, or tries to shoot without any ammo. The music loops during gameplay and stops when the game is over or paused. I also drew some sprites for the player, the zombies, and the ammo refill.

The gameplay is pretty straightforward. Instructions are provided on the title screen. Move around using the arrow keys or WASD, hold Shift to move faster, and use the mouse to shoot. The zombies always appear from the edges of the screen, so the player won't lose a life out of nowhere. Ammo is finite, so you can't just stay in one place for the whole game. Every so often, an ammo refill will appear, but until then, you'll have to avoid the zombies. More zombies appear every wave, and they get faster, so it'll get tougher and tougher to dodge them.

If I had the time, I would have liked to animate the game objects, and possibly add more depth to the gameplay, like the occasional Tank zombies that can only be defeated by a secondary weapon.

Aside from the music file, I made most of the game and assets from scratch, occasionally referring to W3Schools for the syntax of some methods and utilizing the particle effect script from Boomshine G.

Estimated grade: 85%