

Milestone 1

Members: Yitong Lu, Yili Li, Xiao Chen, Yuanyuan Qu (Bodun Du is registered in our group, but we don't have contact with him nor will he attend our project)

- a) Use Unity 2D.
- b) Interaction: The autonomous objects which are zombies move independently and attack the human character. The player can attack the zombies with a weapon.
Physics: Rigidbodies, Colliders, Collisions, Forces, Gravity, Joint
Sprite: High-quality, detailed sprites for players, zombies, and other objects with multiple states (idle, walking, attacking)
Animation: Smooth animations to ensure fluid movements
Sound: 8 bits
- c) Start Screen: this game will start with a game logo and animated background, there will be menu options, e.g. start, options, exit with hover, and click animations.
- d) Objects that influence the player indirectly: There will be moving gears and spikes that decrease the player's score (cherries) when the player touches them.
- e) Autonomous object: Zombies will be generated automatically; the player will die, and the game will end if the player touches them before killing them.
- f) Animated object: there will be moving platforms that the player can use to navigate through the game environment. Zombies and players will both be dynamic in repose and in motion to enhance the game's atmosphere.
- g) Physic rules: the game will follow physical rules from the real world.
- h) Player: the player should get as many cherries as possible before arriving at the destination
- i) Score: Number of cherries collected
- j) The score can be reset when the game restarts.