Last Survival Day

Nicholas Ciobanu sec 00004
Vlad Christian Dumitrescu Tivig sec 00004
Alvin Alagos Eli sec 00003
Yiu Kai Wong sec 00004

Executive summary:

Last Day Survival is a zombie survival game inspired by Call of duty zombies. This scenario starts in the plains where our main character faces an undying wave of zombies, every wave is a new location. The zombies come from all directions trying to devour our hero. Our hero must survive 3 waves of all sorts of zombies trying to eat him, some may have unique abilities. To survive, you must move up, down , left, right to evade these zombies and kill as much as you can. Zombies may also drop essentials such as ammo and even sometimes special abilities. To win, our hero must fight through 3 waves to make it back home. Get eaten? Well, you lose. Here are some visuals that will be included in our game:

User Interface Mock-up(s):
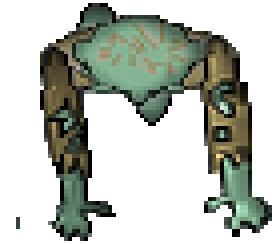
Level 1: The Plains
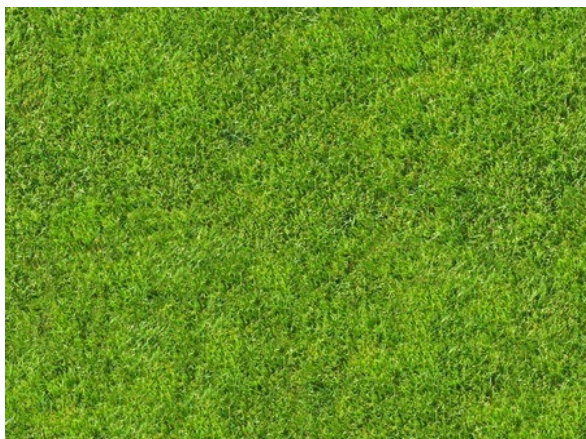
Level 2: The City

Level 3: Base of operation (Final wave)

Enemies:

Basic zombies:

Mini-bosses:

Final-Boss:

Main character:

Bullet:

ShotgunShell:

Controls:
- "W" : Moves up
- "S" : Moves down
- "A" : Moves left
- "D" : Moves right
- "Mouse cursor" : Aims weapon towards cursor
- "Left click" : shoots weapon

Developer roles:
Nicholas: Designing the main character and its controls
Alvin :Designing the zombies and their movements
Yiu kai:Designing the environment, interface and level change
Vlad: Designing the interactions between the objects in the game (power-ups, bullets)

Schedule of releases:
11/15: Prototype
- Create basic classes (main character, zombies)
- Implement pictures for all 3 levels
- Implement basic movement for the classes

11/22: First playable
- Implement the rest of the classes needed

- Allow bullets to eliminate zombies
- Enable drops by zombies
- Create Mini-Boss
- Finalize level 1

11/29: Pre-Alpha
- Include level 2 & 3
- Create final boss
- Smooth up the gameplay
- Debug every class
- Work on backgrounds and models

12/06: Alpha
- Levels are all finished
- All classes are finished
- Testing game to see if anything needs improvement
- Document all codes and providing license

12/10: Gold Master
- Game is ready to be played
- Double-check for any bugs