

## Last Survival Day

Nicholas Ciobanu sec 00004

Vlad Christian Dumitrescu Tivig sec 00004

Alvin Alagos Eli sec 00003

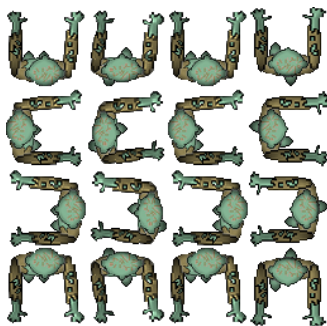
Yiu Kai Wong sec 00004

### Executive summary:

Last Day Survival is a zombie survival game inspired by Call of duty zombies. This scenario starts in a forest 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:

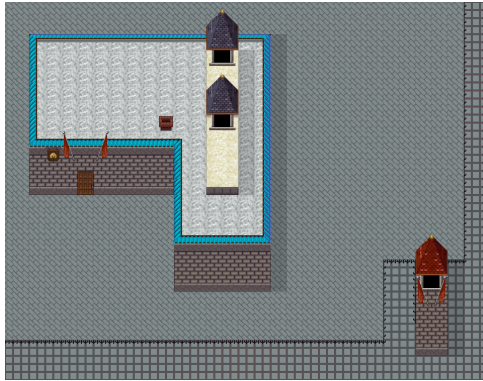
Zombies:



Main character:



Base:



User Interface Mock-up(s):

SEE LAST PAGE

Controls:

The user controls the movement of the main character using the “w,a,s,d” keys and uses the mouse to point in the direction he will shoot. We are thinking about adding different types of weapons that the player can switch to and if we implement that we would use different keys on the keyboard or the middle mouse scroller to switch weapons.

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

Set the background picture, the initial position of the main character, and the zombies that come from all directions.

11/22: First playable

Movement of the main character, make zombies go towards the player and add different types of zombies

11/29: Pre-Alpha

Add a weapon(s) and transitions to next levels, add smooth movements

12/06: Alpha

Interface, zombie drops and power-ups, polish everything we have

12/10: Gold Master

Check for bugs and final review

Frist Level Forest



Frist Boss

Transition screen

City Level



Second Boss

Transition screen



Fortified Village

Final level