Last Survival Day

https://github.com/NicholasCiobanu/LastSurvivalDay.git

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Executive summary:

Last Survival Day is a zombie survival game inspired by Call of duty zombies. This scenario starts in the forest where our main character gets ambushed by waves of zombies. He then needs to make his way back to the city where he hopes to find other survivors. He fights off many zombies in the city until he reaches a military base, which is our final level. You will encounter different types of zombies each with different characteristics. How long will you survive?
Here are some visuals that will be included in our game:

User Interface Mock-up(s):
(order or name of levels subjected to change)
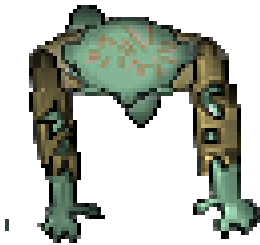
Main character:

Character:

Bullets:

Level 1: The forest

Lvl 1 Enemies:
Basic zombies:

Mini-Boss:

Drop:
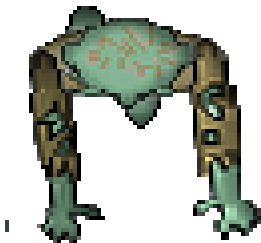
Ammo:

Level 2: The Road

New Enemy: The Brute

Level 3:The City

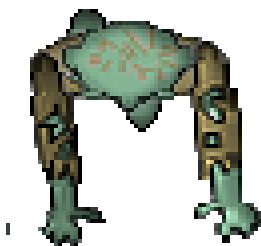*Basic zombies:*

Mini-Boss4:

AmmoCrate:
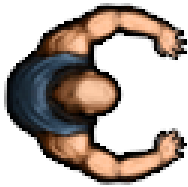
Level 4: Final Level

Final Level Enemies:

Basic zombies:

FinalBoss:

Boulder:

Allies:

Hound:

AmmoCrate:

Button:

Hud:

Health Bar:

Controls:
- "W" : Moves up
- "S" : Moves down
- "A" : Moves left
- "D" : Moves right
- "E" : Change weapons
- "Mouse cursor" : Aims weapon towards cursor
- "Left click" : shoots weapon
- "F" : interact with objects. (final level only)

Developer roles:
Nicholas: Designing the main character, guns, bullets, ammo,level1, level 2
Alvin :Designing the zombies and their movements, extra classes needed
for the final level , level1, final level
Yiu kai:Designing the menu, level 3
Vlad: Designing power ups, level 4

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

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