

## Last Survival Day

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### **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):**

**(order or name of levels subjected to change)**

#### ***Level 1: The Plains***



## ***Level 2: The Road***



## ***Level 3: The City***

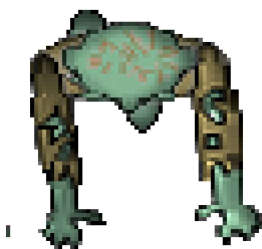


## ***Level 4: Base of operation (Final wave)***



## ***Enemies:***

*Basic zombies:*



*Mini-bosses:*



*Final-Boss:*



***Main character:***



***Bullet:***



***ShotgunShell:***



**Controls:**

- “W” : Moves up
- “S” : Moves down

- “A” : Moves left
- “D” : Moves right
- “E” : Change weapons
- “Mouse cursor” : Aims weapon towards cursor
- “Left click” : shoots weapon

### **Developer roles:**

Nicholas: Designing the main character, guns, bullets, ammo, level 2

Alvin :Designing the zombies and their movements, final level

Yiu kai:Designing the menu, level 3 or 4

Vlad: Designing power ups, level 3 or 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 and providing license

### **12/10: Gold Master**

- Game is ready to be played
- Double-check for any bugs