Height of the undead

What is the Height of the undead?

Height of the undead is a wave based zombie survival game where you, a biker trapped on a roof, must fight through wave after wave of the undead using any upgrades you can acquire to be able survive long enough to escape to your bike and drive off to safety.

**What where your inspirations?**

Space invaders:

> Space invaders is a game where you move left and right shooting at enemy ships to achieve a high-score, my game is similar in how you can only move horizontally and shoot, however my game has a wave system and an ending instead of high-score system.

Call of duty zombie mode:

> Call of duty zombie mode is a wave based survival game-mode where 1 to 4 players are trapped in an arena and must fight hoards of the undead slowly upgrading yourself as the waves of zombies get harder and stronger, my game also uses waves where enemies get harder as well as a feature where players spend points (money) to buy weapons they want.

Development process:

I began my project from a very basic space invaders game, it gave me the start to the movement, shooting, and enemies I needed for my game. Then I made my background, character, zombie, and gun in Photoshop and added them to my game.
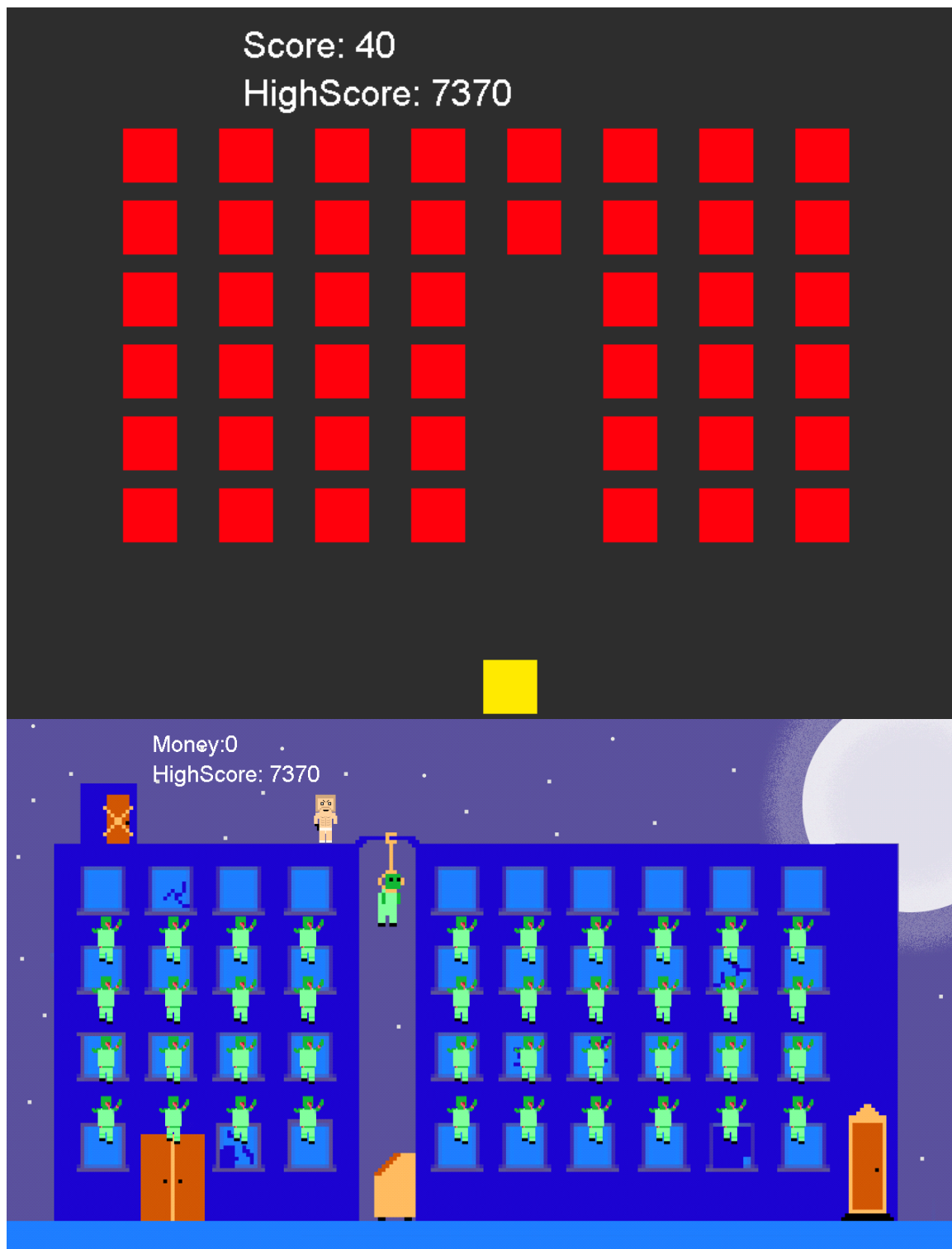
Then I made a class for more weapons for my game, and made a shop with a shop keeper to sell you the weapons (price not working to begin with, so more where you just click on the gun you want to use). I began making the sounds and balancing each weapon and giving each one a price

Next I added a health system, and gave the weapons a price and the shops take away your money and added mines for another weapon to use, also I gave my game a max wave so you can win the game.

What problems did you have?

Balancing weapons was quite a struggle, as trying to make all weapons equal relative to price was quite difficult because each there was always 1 weapon that was clearly the best and one that was clearly the worst, I fixed this as best I can by making the less powerful guns stronger (shoot through enemies) and the more powerful guns weaker (bullets don't shoot straight), also I made the stronger gun harder to get, this engorges the players to buy other weapons.

How would you improve the game?

There are a few little in errors in the game that I am not sure how to fix, such as when a zombie takes away health, it deletes hearts in a seemingly random order, and also that the mines seem rather temperamental about when you can and can't place them down, but neither of these issues are game breaking, if I were to improve the game with more features I would add more weapons, more enemy variety (zombies that shoot back, or are faster) and some sort of between animations between rounds, like maybe the moon gets redder each round or on round 4 a helicopter falls out of the sky.

GitHub link:

https://nuttytherealog.github.io/GAD-405-P2-game/