

LEFT 4 DEAD 2

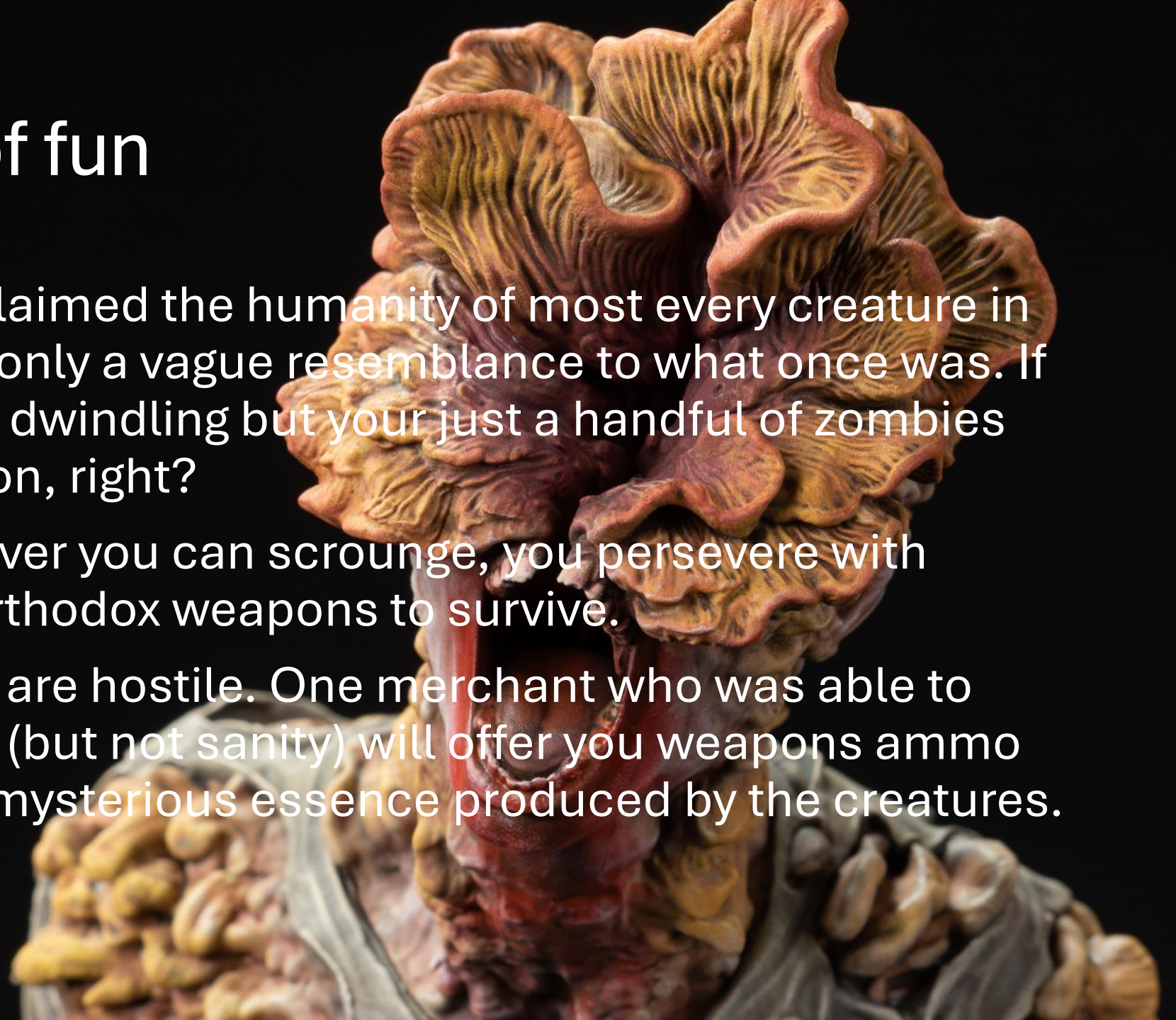
Clozing In (Concept)

By Cormac Bowes



30 seconds of fun

- An infection has claimed the humanity of most every creature in the world bearing only a vague resemblance to what once was. If even that. Hope is dwindling but your just a handful of zombies away from salvation, right?
- Armed with whatever you can scrounge, you persevere with powerful and unorthodox weapons to survive.
- Not all distortions are hostile. One merchant who was able to retain intelligence (but not sanity) will offer you weapons ammo and mods for the mysterious essence produced by the creatures.



Background

Angelos ravaged by an animalistic public induced by a fungi growing in living beings spread through wind.

- The Player is fortunate enough to not have been infected before news spread and was therefore able to plan accordingly dawning protective gear. While not granting permanent immunity it should last just long enough for the Player to survive.



Screenshot



Features

- Dynamic encounters
- Point and click shooting(Akin to Duck Hunt)
- Shopping system with confirmation checking
- Various weapons and Upgrades



Pillars

- Shooting (85%)

That barrel is all that's between you and them

- Resource Management(10%)

Ammo, health, weapons, they can run out or fail at even crucial moments. Have backups for your backups.

- Shopping(5%)

Who else is gonna use those weapons? ...

Skills students will learn

- Arrays[Shop contents(Limited Stock), Inventory system, ...]
- Graphics[Player UI, Sprite animations, Illusion of things getting closer, ...]
- Source Control[git and github]
- Software[Visual studio 2022, Aesprite]
- Teamwork
- Documentation

Fun to work on

- Challenge increasing as Game Progresses
- Variety of enemies
- Arcade Graphics
- Waves of enemies
- Variety of weapons, more effective at different ranges



Elements

- Weapon mechanics[20]

Weapons should be more or less effective based on how far away an enemy

- Visual Assets[20]

Sprites to give the game life

- Hud[10]

Documents Relevant info for the player such as health and ammo

- Audio[10]

Give weapons some kick and Zombies some “life”, death noises

- Advanced Gameplay[20]

Different enemy mechanics, Level exclusive Enemies, Limited ammo, Currency

- Video[5]

Explaining code

- Project management[5]

Documentation

- Menu system[10]

Greyed out locked levels with chains and padlock, Image of location with silhouette of boss of level on level select screen, audio cue on level selected