

Eden



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Game Overview

Genre

This game is a first-person shooter with a survival element, where the player must collect resources to survive against an increasing number of enemies.

Inspiration

Our inspiration was COD BO2 Zombie mode, and little bit of PUBG.

The twist

The game has stages, where the bigger the stage, the more zombies there are. At each stage, there is a "target" that the player must destroy by standing in its hot zone, which attracts all the zombies to the area, making it more challenging to survive. The player can use special construction packages to build fences to defend themselves against the zombies in the hot zone.

Common Questions

What is the goal of the game?

The goal is to survive as long as possible by completing stages and defeating targets while collecting resources and defending against the increasing number of zombies.

What made you think about the twist?

The addition of stages and a construction element adds a unique challenge to the game, making resource management, strategic decision-making, and quick thinking crucial to the player's survival.

Where does the game take place?

The game takes place in the woods filled with trees.

Game mechanics

Weapons: The player starts the game with only a gun and 10 bullets. To get more ammo, the player will need to collect them from supply drops that are scattered throughout the map. There will not be any limit to how much ammo the player can carry.

Health: The player starts the game with a full health bar. As they get hit by enemies, they'll lose health. The only way to regenerate health is by eating an apple.

Construction: The player can use special construction packages to build fences to defend themselves against the zombies in the hot zone. The construction packages will be available in the supply drops, and each package can be used to build one fence.

Stages: The game has stages, where the bigger the stage, the more zombies there are. Each stage has a "target" that the player must destroy by standing in its hot zone, which attracts all the zombies to the area, making it more challenging to survive. To progress to the next stage, the player must destroy the target.

Speed Boost: The player's speed will be limited during the game, but they can increase their speed by drinking coffee, speed boots can help you get out of sticky situation, you can find them in the supply drops.

Supply Drops: To increase the chances of survival, the player needs to collect supply drops. They contain ammo, apples – for regenerating health, and construction packages for building fences. The supply drops will drop at different times and in different locations on the wood.

Inventory: The player can store 3 things in their inventory: ammo - the player has no limit on the amount of ammo they can carry, apples - the player can carry only one apple at a time, and construction packages - the player can carry only one construction package at a time.

Enemies: The zombies will roam the woods and try to attack the player. Each stage has a fixed number of zombies that will spawn on the map. This number will increase every stage. Initially, the zombies will roam looking for human flesh until they notice the player. As they notice the player, they will start to chase the player. When a zombie notices the player, they will not leave the player alone, so the player has two options: run or kill. If the player chooses to run, the number of zombies that are chasing them will accumulate to a large number (horde-like).

Combat: When a zombie chases the player, they have two options: to kill it by shooting, or keep running away from the zombies until they reach the hot zone to complete the stage.

Asset Management

Most of the game's assets will consist of simple 3D models and textures that can be easily created using Unity's built-in tools. Also, assets for the map, such as trees and grass, are found online and will be used.

Coding challenges

- Working with unity and coding in c#, for both of us, it will be the first time working with it.
- Coding the AI for enemies.
- Implant building mechanics.
- Creating new enemies throughout the duration of the game.