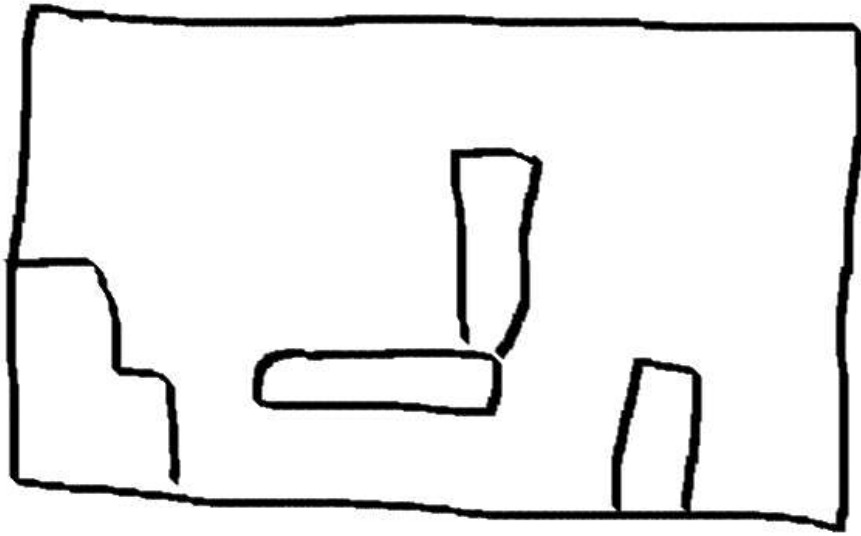


I'll make a shooting action game. Player should survive by killing zombies. Player can wander along the map, and can shoot by mouse click.

All images below are sample. Real game image is different with them.



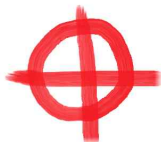
There are some objects in the map. Player can step on objects, and zombies too. Bullet cannot penetrate objects.



Player is the black one, and zombies are green. Player's HP is 500 and zombie's is 100. When zombie dies, dying animation will be displayed. Player too. I'll use sprites to them and bullet.



Mouse cursor image changes into aim icon. If you click the mouse(left), player character shoots to that direction. So, bullet moves to that direction. Maybe it will take little time to kill. But...



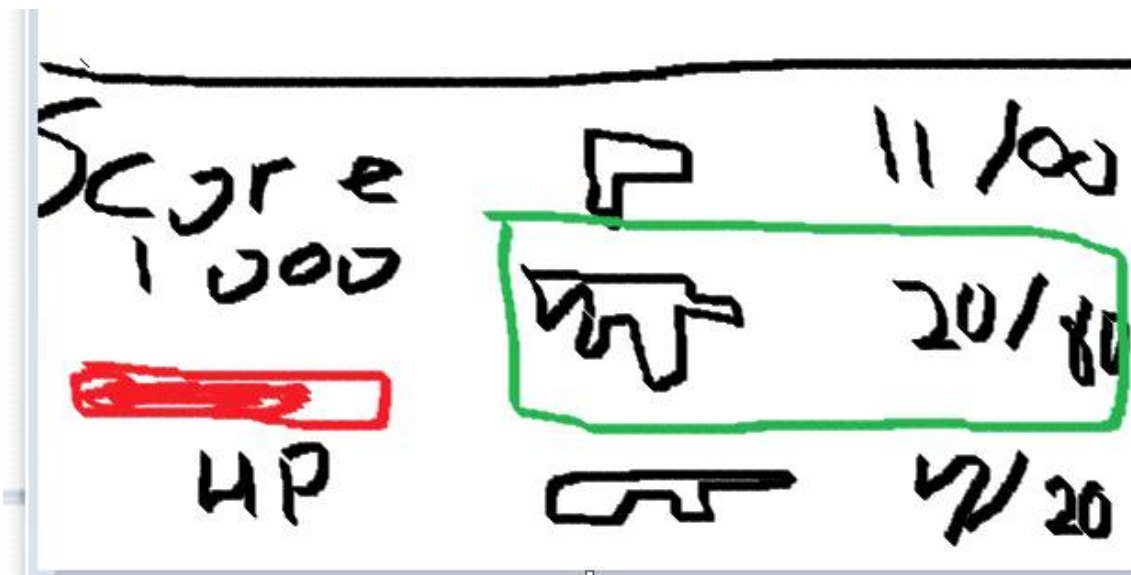
If your mouse cursor is over the zombie, aim icon turns to red color. If you click the mouse at this moment, that zombie immediately dies(One shot one kill). But it has cool time of 2 second. This skill name is 'concentration'.

There are 3 weapons in the game. All weapons need reloading. Player starts with these weapons. Player should get ammo for these weapons by killing zombies. Zombie randomly drops ammo when he dies. One zombie drops one magazine of one weapon.

First weapon is pistol. It is basic weapon with infinite ammo. 12 bullets in 1 magazine. It has damage of 40. Shoot delay is 0.4 second. Reloading takes 1 second.

Second weapon is assault rifle. 30 bullets in 1 magazine. It has damage of 30 and shoot delay is 0.1 second. Reloading takes 1.5 seconds.

Third weapon is sniper rifle. It can penetrate 2 zombie, so can kill 3 zombies in one shot. 7 bullets in 1 magazine. It has damage of 100 and shoot delay is 1 second. Reloading takes 2.5 seconds.



Player's HP, score and weapon status are displayed below the screen. Player's HP is 500 and zombie's attack damages 25HP. If the player got damage, there's 0.5 second delay to get damage again. Zombie rarely drops(2%) medical kit that restores 20HP. Player can check weapon's ammo. There will be green rectangle on current weapon. Player can switch weapon by pressing 1,2,3 key and reload by R key.

Damage given is added to score, and 1 zombie kill pluses 100 score. And concentration kill pluses 150 score.

In 1 second, pistol can kill 0~1 zombies, assault rifle can kill 3, and sniper can kill 3. So, I'll generate 3 zombies every 1 second. Due to reloading time, the number of zombie will increase gradually.

And one magazine of assault rifle(AR) can kill 9 zombies. I'll set probability of

zombie's AR magazine drop 10%(expected 1 drop per 10 kill). So, AR's ammo will decrease gradually. Sniper rifle(SR) too. One SR magazine can kill 7 ~ 21. I'll set probability to 5%(expected 1 drop per 20 kill). Player should try to kill 3 zombies in one shot to use SR longer. And player should use concentration well because it saves ammo.

Because of these factors, difficulty rises over time, and result in game over. Player's objective is to survive as long as possible and getting high score.