Rochelle Cohn

IGME 202 Section: 5

HVZ Milestone B

List of user functionality:

If the user presses enter, this will turn debug mode on or off. While in debug mode, the user can see which humans the zombies are currently targeting. The user will also be able to see the right and forward vectors for both humans and zombies. There is the pursue and evade lines and circles to show where they will go. There is also the wandering vector. Left clicking will spawn in an antivirus crate. The Halloween spookies (zombies) will slowly gravitate towards it. If they pick it up, they will turn human again.

Reasoning behind design choices:

I wanted a Halloween themed HVZ since it is Halloween, so I made the zombies have random textures that had to deal with Halloween. Happy Halloween. There is spooky skeletons, pumpkins, and the zombies. The trees were meant to be dead trees. I made the grass darker to be spookier.

Above and Beyond:

I have a detailed debug mode which shows the pursue, evade, wander, target, right, and forward vectors. I also have the extra of spawning in antivirus crates when debug mode is on that will turn the zombies back to humans. I also have 3 random textures that are chosen for the zombies

Requirements not completed:

All requirements were met.

All textures in game were created by me.

Might take a while to load up since there are a lot of textures in. Same goes for when an object changes state the game might lag for a second.

The reason why it is Cohn\_HVZB instead of Cohn\_HVZ\_B is due to an error that for some reason makes my program freak out when I rename it.