# Flooded Grounds

**Purpose of the game**

The game was created for the final project of our subject Game Development.

# Flooded Grounds



**The Map**

The game is set in the location of the flooded grounds where the infected are scattered in the area

# In-Game Objective



**Supply Box**

The supply Box is the main objective that the player will collect int the game. The player will need to collect all the 3 supply boxes to clear the game

# Supply Box Indicator

This can be found on the minimap in the game and this is used to indicate where the supply boxes are in the map.

# In-Game Interface

**Health and Stamina Bars**



The red bar indicates the players remaining Health Points while the green bar represents the remaining Stamina Points.

# Minimap and Objective Tracker



The minimap displays where the supply boxes are and the objective tracker tracks how many has the player collected.

# Ammo

The left number represents the bullets left on

the magazine and the right number represents the total bullets left.

# Collectibles

**Ammo Box**



The ammo box will give additional ammo for the player when collected.

# First Aid Box



The first aid box will give additional hp but only if the player has been damaged.

# Enemies



**Zombie**

Zombies Roam the flooded grounds whether it be outdoors or indoors.

# Zombie Boss

The Zombie Boss Appears at the end where the last objective is.