



# Term Project Midterm

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# Goals

- To create a 2D platformer game with a western gunslinger theme
- Create 6 different enemies with an undead theme
- 5 levels that each take the player 5 minutes to finish
- 5 different weapons
- 3 power-ups for the player to pick up

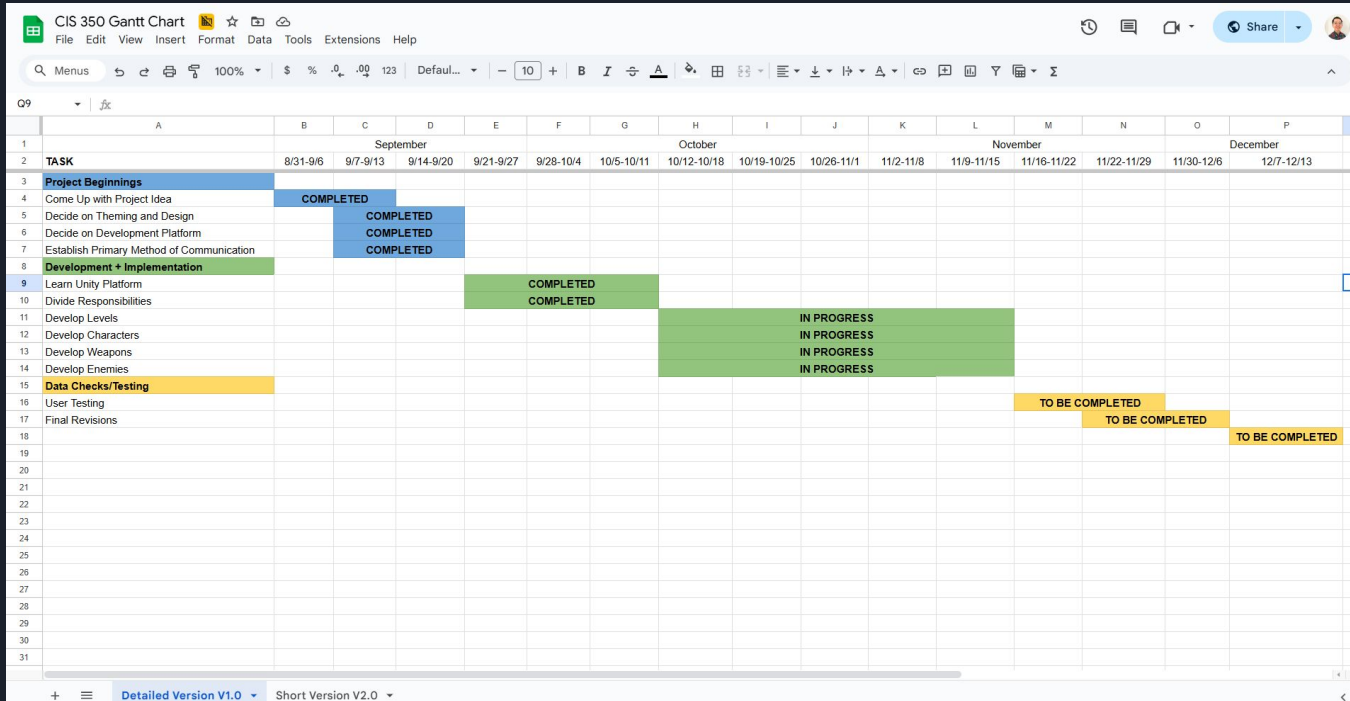


# Timeline

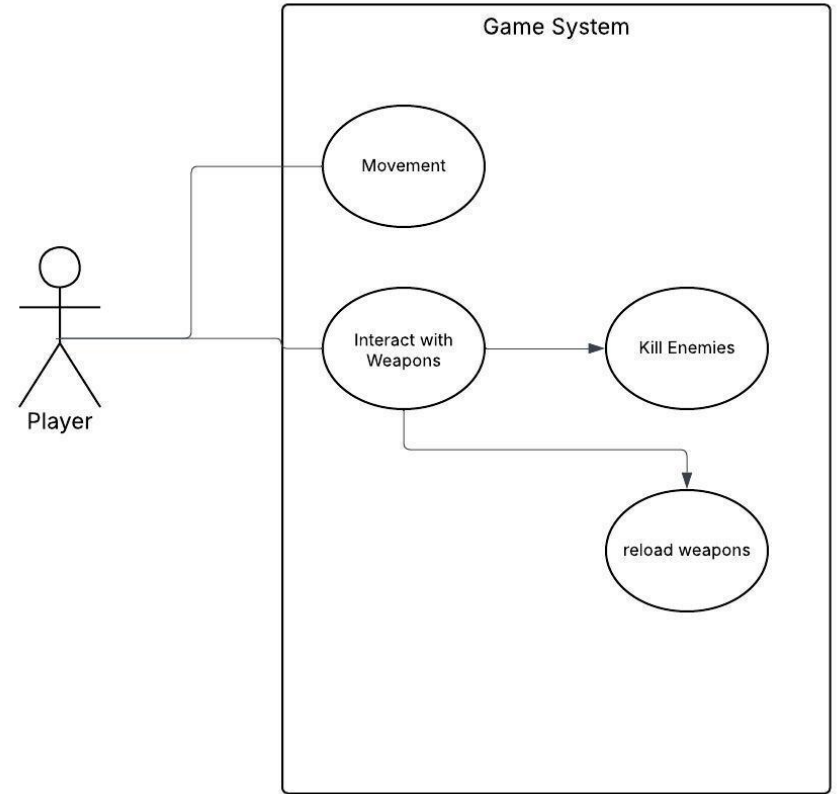
- Understand the Unity platform
- Using the template provided by Unity to understand the code behind a 2d platformer
- Creating levels
  - Map editor
- Create enemies
  - Understand sprite animations
- Create weapons
  - Understand player interaction and weapon interactions

# Timeline (Gantt Chart)

- General outline, will change if necessary due to Agile process implemented.



# Use Case Diagram



# Weapons

1. Revolver
  - a. Dmg: 10
  - b. Reload: 1 bullet/sec
  - c. Max cap: 6
2. Blunderbuss
  - a. Dmg: 20
  - b. Reload: 7 sec
  - c. Max cap: 1
3. Holy Revolver
  - a. Dmg 10, 20 for ghosts
  - b. Reload: 1 bullet/sec
  - c. Max cap: 6
4. Shotgun
  - a. Dmg: 5 per bullet
  - b. Reload: 3 sec
  - c. Max cap: 2
5. Repeater Rifle
  - a. Dmg: 15
  - b. Reload: 5 sec
  - c. Max cap: 6



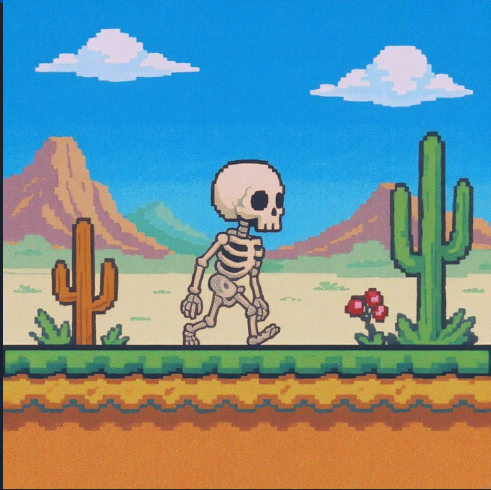


# Levels

1. Town
  - a. Enemies
    - i. Zombies
    - ii. Skeletons
  - b. Weapons
    - i. Revolver
2. Canyon
  - a. Enemies
    - i. Skeletons
    - ii. Werewolf
  - b. Weapons:
    - i. Blunderbuss
3. Graveyard
  - a. Enemies
    - i. Ghosts
    - ii. Skeletons
  - b. Weapons
    - i. Holy Revolver

4. Manor
  - a. Enemies
    - i. Vampire (Mini-Boss)
    - ii. Skeletons
  - b. Weapons:
    - i. Shotgun
5. Mine
  - a. Enemies:
    - i. Lich (Final-Boss)
    - ii. Ghosts
    - iii. Skeletons
  - b. Weapon:
    - i. Repeater Rifle

# Enemies



Skeleton

HP: 10

Weakest enemy, meant to introduce combat system



Zombie

HP: 20

Slightly tankier enemy  
meant to push the player  
when in bigger groups



# Enemies



Werewolf  
Hp: 30

Meant to chase the player across  
the level to add a time crunch

Ghost  
Hp: 40

Can only be killed by the  
Holy Revolver Weapon



# Mini Boss and Boss



Vampire (Mini-boss)  
Hp: 50

Mini-boss meant to give the player a skill check being able to handle multiple weapon reloads at the same time

Skeleton Lich (Final Boss)  
Hp: 100

Signals the end of the game when killed. Is the final enemy in the game for the player to overcome

