

Divided Task List

Zaeem: Zombie AI and Level 1

Coding Tasks:

Implement zombie AI: Movement (e.g., patrolling or chasing player).

Program zombie attack mechanics and animations.

Handle interactions for health packs (e.g., a pizza that restores health).

Design Tasks:

Layout and object placement for Level 1.

Initial fog implementation (basic settings).

Azhan Ayub: Car Mechanics and Visuals

Coding Tasks:

Program car mechanics (improve physics and implement smoother movement / New Movement Implementation).

Handle level transitions (e.g., reaching the car triggers level 2).

Design Tasks:

Create background designs for Level 1 and Level 2.

Enhance fog effects (visual adjustments and depth).

Murtaza Rehman: Level 2 and UI

Coding Tasks:

Add and refine Level 2 mechanics (zombie spawning, car movement).

Program UI interactions (e.g., health bar updates, level change notifications).

Design Tasks:

Layout for Level 2 with obstacles and pathways.

Integrate zombie spawn points into Level 2.

Shared Responsibilities

Debugging: Everyone reviews and tests the final game together.

Final Integration: Ensure all individual components work seamlessly.