Team Project Members

Yang Bohao: designer,programmer

Zhang Xuejian : programmer, artist

Game Information

Title:CS.Zombies

TaglineCS style zombie shooting game

Genre：FPS

Target Audience:People who like FPS style

Goal: Kill all zombies

Major Mechanics Descriptions

Players can switch between multiple weapons to fight

Players search and kill zombies

World/Level Design Draft：In the jungle, the light is dim and zombies randomly spawn in the jungle. The key is that it has a frightening effect under the limitation of the first-person perspective.

Task Breakdown for Next Deliverables

Deliverable 1(Complete by March)： Zhang Xuejian: Complete scene, zombie AI logic,

Yang Bohao: character movement, character multiple weapons, weapon shooting

Deliverable 2(Complete by April): Zhang Xuejian:Game menu, ui

Yang Bohao : Health system, game victory and defeat condition system