ZomDefense

Goal: Defeat 5 waves of zombies

Zombie types:

Type 1: Slow, difficult to kill, 10 damage per hit, 10 gold per kill

Type 2: Normal, slightly less difficult, 3 damage per hit, 5 gold per kill

Type 3: Fast, easy to kill, 1 damage per hit, 1 gold per kill

Weapons:

Pistol – medium fire rate, low damage (starting weapon)

Rifle – High fire rate, medium damage (unlocked via gold)

Shotgun (using slug rounds, so one large projectile) – slow fire rate, high damage (unlocked via gold)

Game starts with the player behind a wall with 100 hp. The player is armed with a pistol and must fight zombies to survive. Zombies who reach the wall have a 2 second delay before they start doing damage to the wall every 2 seconds until either they die or the wall reaches 0 hp. The player must defeat all zombies to progress to the next wave. In between waves the player can spend gold gained by killing zombies to buy new weapons or upgrade already owned weapons. Then the next wave starts, and the cycle continues until the player defeats 5 waves.

Wave 1:

10 Type 2 Zombies

Wave 2:

10 Type 2 Zombies

3 Type 3 Zombies

Wave 3:

10 Type 2 Zombies

3 Type 3 Zombies

2 Type 1 Zombies

Wave 4:

15 Type 2 Zombies

9 Type 3 Zombies

4 Type 1 Zombies

Wave 5:

20 Type 3 Zombies

12 Type 4 Zombies

6 Type 1 Zombies

Player uses ‘A’ and ‘D’ keys to move left and right respectively, left mouse to aim, and left mouse button to shoot.