Terra Mortuum

Documentation

Main Menu

Play

Store

Equipment (What the player is bringing to the wave)

Options (Volume, X & Y Inversion, Camera Sensitivity, etc.)

Credits

Start

* At the start of each wave, a voice comes on through the player’s radio saying “Hang in there, we’re coming to get you!”
* At the 1st wave, player starts with 3 lives, a pistol with unlimited ammo, and no items

Game Over

* Animations with blood and darkness
* Voice coming in through radio saying “Come in, come in, over. Damn it we were too late.”

Player

* Health
* Carry Weight (how many guns player can carry during the wave)
* Reload Speed

Enemies (can add more types of enemies besides zombies if time permits)

* Zombie:

Base Health – 200 (Doubles after each wave)

1st wave starts at 10 zombies that appear randomly (Doubles after each wave)

Experience

Killing a zombie – earns 50 exp at wave 1 (Doubles after each wave)

Finishing a wave – earns 200 exp at wave 1 (Doubles after each wave)

Leveling

At level 1, max exp starts at 1000. (Doubles after each level)

Gold

Finishing a wave – earns 500 gold at wave 1 (Doubles after each wave)

Upgrades

Player can upgrade weapons with gold. Each upgrade will double the damage of the weapon.

Weapons

Pistol

* + Base Damage: 50
  + Unlimited Ammo
  + 12 rounds per magazine
  + Reload Speed: 100
  + Range 1.00

Revolver

* Base Damage: 100
* 6 rounds per magazine
* Reload Speed: 50
* Range 1.00
* Price @ store: $3500
* Ammo price: $500/magazine

Double Barrel Shotgun

* Base Damage: 300 with splash
* 2 bullets per shot
* Reload Speed: 80
* Range: 0.50
* Price @ store: $120,000
* Ammo price: $200/bullet

Assault Rifle

* Base Damage: 50
* 30 rounds per magazine
* Reload Speed: 100
* Range: 1.00
* Price @ store: $300,000
* Ammo price: $5000/magazine

Automatic Shotgun

* Base Damage: 200 with splash
* 7 rounds per magazine
* Reload Speed: 50
* Range: 0.50
* Price @ store: $300,000
* Ammo price: $5000/magazine

Rocket Launcher

* Base Damage: 500 with splash
* 1 rocket per shot
* Reload Speed: 30
* Range: 1.00
* Price @ store: $1,000,000
* Ammo price: $20,000/rocket

Items

* Health Pack: restores 1 life (can only carry 3 per wave)
* Elixir: restores all lives (can only carry 1 per wave)
* Grenade: does 300 base damage with splash. Detonates 3 seconds after thrown.
* Spiked Wall: blocks and kills zombies from a certain direction. Lasts for 30 seconds.
* Bottomless Pit: traps and kills zombies who fall into it. Lasts the entire wave.
* Time Potion: time moves slower for 30 seconds

Controls

* Player can move the camera by dragging their finger along the screen (We can change this to gyroscope if we want)
* Tap the screen to shoot
* Double Tap to scope in
* Change weapons Button
* Items Button