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IGME 202 01

HVZ – Hockey vs Zombies

HVZ is a simulation of humans vs zombies, where humans have to avoid becoming zombies while staying in a confined space and avoid obstacles in their path as well.

**User responsibilities:**

Press **D** to turn debugging on and off

Spawn Zombie button spawns a zombie

Spawn Human spawns a human

Heal Human turns a zombie back into a human

Restart starts the simulation over again

Start Game Mode enters game mode

In game mode:  
  
**Arrow keys** to move  
**Space** to shoot a puck at zombies

**Above and beyond:**

Interactivity:

All of the buttons, with the ability to create and destroy zombies, and create humans

Game mode – players can play a game, kill zombies, and return to simulation if they die

Sounds – many different sounds for many different actions

**Known Issues:**

Sometimes wandering humans get a little confused if the position they’re wandering to is located under an obstacle, but they usually figure it out

One time I started my game in Very Low quality mode (in the unity player) and the user controlled player moved way too fast, but he doesn’t do that every time and hasn’t in higher quality modes.

Sources:

NHL Announcer sounds:

<https://www.youtube.com/watch?v=rnH8H1HurSI&t=60s>

<https://www.youtube.com/watch?v=0AoahRrWctU&t=71s>

<https://www.youtube.com/watch?v=txRKwCFkOxQ&t=139s>

3D Models:

<https://free3d.com/3d-model/bobbleheadhockey-player-v1--252286.html>

<https://free3d.com/3d-model/hockey-player-v1--295282.html>

Kinda blurry rink PNG:

<http://villagestpierrejolys.ca/m/ratriverrec-english/ice-availability>

Zombie sound:

Minecraft zombie sound <https://www.youtube.com/watch?v=2S-wuQ5p_RM>