# ASSIGNMENT 3 WBA

NATHAN VAUGHAN and CEDRIC LIANG

FIT2099 Semester 1 2020, Lab 11

26/5/20

It was agreed that Cedric Liang be responsible for designing and implementing ‘Going to town’ and the shotgun, and Nathan Vaughan be responsible for designing and implementing the sniper rifle, Mambo Marie and ending the game.

There are the following proposals for potential bonus marks. These will be run by Najam on the 28th and decided, and this document will be updated at that time.

1. A currency and store system, providing the player with the ability to earn money by killing zombies and buying and selling things at a store
2. A level up and experience system where the player gains strength by earning XP. This comes together with the implementation of a full statistics system, with attack and defense stats, akin to RPGs
3. A magic weapon system, where the player can use mana to deal damage to enemies in strange magical ways