**ZOMBIE**

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**Github link:**

**Introduction:**

The main aim of the game is to kill the zombie and earn money. Once you get enough money you can upgrade your weapons, health and kill the zombie in single shot.

Zombie keeps on growing and levels will be shifted automatically, and zombie starts growing faster than previous level.

The main of this game was to learn how to create a 3D models, like zombie’s, gun, bullets and maps.

**Instruction to play:**

This game is designed with classic control:

Mouse to fire the bullets and Directions

Keyboard arrow keys, to move forward, backward, right side and left side.

**F** key is used to pick the new weapons.

**R** key to reload.

**Reference:**

Inspired from Counter-Strike game.

**What you learn from this Assignment?**

1. Learnt how to create models in Maya
2. Learnt how to use photoshop
3. Understood the basic concept to create the game.

**Future Improvements:**

We can add different maps for various levels.

We can make it multi-player game.