A picture containing text

Description automatically generated

**IMPORTANT NOTE: THE GAME RUNS BEST WHEN PRESSING BUILD AND RUN IN BUILD SETTINGS AND PLAYING NATIVELY ON DESKTOP. IF NOT, THE SCREENS CAN BE LOADED INDIVIDUALLY SO THAT THIS WEIRD COLOR DARKENING ON THE TERRAIN WON’T HAPPEN IN THE EDITOR.**

**Game Object Info Towards the End of Doc**

**Summary of Game Plot and Scenes**

The Gray Zombie Dudes is an FPS about a guy who somehow ended up in a world filled with gray zombie dudes. He must collect cubes and survive long enough to make it back home (in a way that is unexplained in the game).

On Startup: The Main Menu – On this screen, you are free to travel around safely while listening to audio (that will loop). Anytime this screen is loaded, the character will appear at a random position on the terrain. The screen can be reloaded from the main menu by pressing the Right Shift Button on the keyboard. The game can be started by pressing the Enter/Return button.

Opening Cutscene: A little addition I included to try to make the game a little more fun. The video came out really awful because I guess my Screen Recorder couldn’t keep up with Unity, but I kept the cutscene in there anyway. When you press Enter/Return button on the main menu, this cutscene will automatically load and play. You can skip the cutscene by pressing the Spacebar (I didn’t include this info in the game itself).

Level Load Screen: This screen occurs after the cutscene and before the actual game level. There’s not much here. Just a stable camera fixed in the sky on some really bad text that says “LEVEL 1. PRESS ENTER TO BEGIN”. You can press Enter on this screen to begin the game.

Level 1: You start this level in front of a lake, which you can jump into and be teleported right near your starting position. You will face the direction you were last facing when you are teleported. Sometimes, the cubes you need to collect and health pellets will randomly spawn within and on top of the lake. Unfortunately, you can’t swim, so you can’t reach these. Luckily, the world has loads of other health pellets and cubes which randomly spawn all over the place when the scene is started.

The Objective of Level 1: Collect 20 cubes before the zombie dudes can get you (this isn’t stated in the game). Each cube is worth 5 score points. Once your score reaches 100, that’s the end of the game, you win and you have somehow made your way back home in a way that not even I know. You can restart the game from the YOU WON menu in the end by pressing enter. Don’t worry if they are on your tail, you are much faster than them, especially if you run by holding the Left Shift Button and moving the arrow keys or W,A,S,D buttons to where you would like to go; or you can hold the UP arrow key and move the mouse in the direction you want to go. Each zombie dude will take 2 from your health if they collide into you and more often than not, you’re likely to be hit by a horde of them (I don’t even know how many I spawned on the world). Again, no need to worry, they spawn way far off in the winter region of the terrain (the place with all the snow) and the forest beside it, so that gives you some time to explore and collect cubes before you have to start shooting some gray zombies.

**Game Object Info:**

Gray Zombie Dudes: These guys are zombies with 3 lives. Shoot them 3 times to destroy them (you can only shoot around 50 meters in front of you). They’re all clones of the original Prefab which I’ve hidden somewhere in the short grassy region hills where he can’t get you. You can jump on the hills in that region with Spacebar and try searching for him. If you do find him and kill him, however, this ruins the “LEL!” sound effect I’ve added on the other zombies though and if you’re playing from the Editor, it crashes the game (since the original Prefab was destroyed). I have him there because he’s supposed to chase you and the other guys don’t really chase you unless he’s in the screen. But now you don’t have to worry about killing him and crashing the game. He’s still somewhere on the terrain, only he’s unable to move. Colliding into these zombies cost two life points. There’s a group of them who congregate at the lake after a while to worship each other after some time. You can explore and return there to find them; they won’t attack you unless you enter their worship circle, so it’s up to you to kill them. You don’t score points for killing zombies; they might be undead people who are trying to convert you into one of them, but they’re still people.

Health Pellet: These are scattered around the terrain. Collect one to increase your health by 5 points. If your health is already at 100, nothing happens; it just reverts back to being a free pellet and a nice little pickup sound.

ScoreCube: Run into the cubes on board and score points. You can score 5 points for each score cube. Collect 20 of these score cubes to win the game (load victory screen that can restart game).

Some things I added:

Larger terrain (different environmental regions)

Water

Random Placement of Character (on Main Menu)

Enemy Spawn/Game Item Spawn

Teleport Character if they collide with water to land

Game Main Menu

Game Cutscene

Level Load Screen

Game Won Screen

Health and Score Labels and Counters (albeit small)

Scope

Press 1 on the number pad to fire. Hold 1 on the number pad to continuously fire.

Audio for main menu, cutscene, level, and victory scene. Sound effects for bullets, zombies, Health Pellet, and ScoreCube