Project Design Document

Project Concept

1

Player Control

You control a

Person

in this

First person

game

where

W,A,S,D and your mouse

makes the player

Move, turn and shoot zombies

2

Basic Gameplay

During the game,

Zombies

appear

from

Random places in the room

and the goal of the game is to

Survive 5 waves of zombies

3

Sound & Effects

There will be sound effects

When shooting it will make a shot sound.

and particle effects

When shooting there will be some smoke from the gun.

[*optional*] There will also be

description of any other expected special effects or animation in the project.

4

Gameplay Mechanics

As the game progresses,

The zombies will have more health

making it

Harder for the player

[*optional*] There will also be

description of any other gameplay mechanic(s) and their effect on the game.

5

User Interface

The

score

will

increase

whenever

You kill a zombie

At the start of the game, the title

ZombieGame

will appear

and the game will end when

Your health is at 0, so you are dead.

6

Other Features

The player gets damage when hitted by a zombie, you start at 5 hp, and every hit by a zombie is 1 hp less.

Project Timeline

Milestone	Description	Due
#1	You can walk around in first person	10/06
#2	The player has a weapon	11/06
#3	The player can shoot	12/06
#4	The zombies can spawn	18/06
#5	The zombies can deal damage and the game stops when the player is dead	22/06
#6	You must start the game, and when you die the game is over. When the game is over, you can start over.	23/06
Backlog	The user can heal by finding first aid kits	25/06

Project Sketch

health

Score