Game Report

The concept of this game is a survival-based zombie shooter, where the player must hold out in an enclosed area for as long as possible before meeting their demise. The player will earn score for killing zombies and the aim of the game is to beat the previous high score. This game concept does not necessarily have to be strictly be an level-based mode and there is room for adding special modes like endless survival. For now though, I aim to add a level in which certain conditions must be met before completion.

Milestone 1 Completion Breakdown:

- Intro Screen
  - Very simple blank screen implemented, user must press 'Enter' to start the game.

- Primitive-Based Object
  - The pickup box with the question mark I used is primitive based, as it's built using the engine's cube class. I added a rotation and some levitation to better give the effect of it being a pickup. I plan on this pickup being used to give a random weapon to the player.

- Skybox and terrain textures
  - For the skybox, I reused the assets originally given, however I photoshopped them and tweaked the colours to give the effect on night. Since my game is based on zombies, I feel this setting would be more appropriate. However, I plan to find better assets online in the future for the second deliverable.

- Camera motion technique
  - I've implemented 4 different camera techniques for this milestone.
    - 1) First person view of player
    - 2) Third person view of player (close)
    - 3) Third person view of player (far)
    - 4) Free view (mouse control, detaches from player)
  - There is an issue with my implementation of this at the moment, I've noticed that the scene intervals from normal to matrix view when switching. I haven't figured out how to fix this bug yet, for now, just keep switching until you get the desired camera mode without the weird view.

- Mesh-based object
  - I reused the mannequin originally given in the template. I made this mannequin the player of the game, the features I implemented include movement with animations. The player can walk forward and backwards, turn left and right. The player can also run forward, if the 'W' or 'UP' key is pressed down with 'LEFT SHIFT'.

For the final game, I intend for the game to have a comprehensive main menu with options that the user can toggle to their liking as well as a page that displays previous high scores. In terms of gameplay, I'd like the player to be able to aim and shoot at zombies, in both first person and third person view. In terms of the style, by the end it should feel like a retro *call of duty* game when relating the mechanics. I know this coursework only requires us to have one level, but I'd also like to implement a game mode toggle which allows the user to switch from endless to completion based rounds. The game will reward greater points for things like headshots, which should make leaderboard rankings more competitive.