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Milestone 4

The Zombie Survival game we started working on is coming along well, we started from scratch building the menu and the mechanics of the actual game portion. We have implemented a simple menu before the game starts, we will then add an overlay to the actual game allowing the user to exit or to the upgrade menu. We have not yet implemented that menu but it will be coming soon.

The game has basic functionality at the moment, the player is able to tilt the screen to move the player around the map which is bounded so that the player cannot move outside the map area. There is a base object that is in the center that will be the safe zone for the player to move into and go to the upgrade menu. We have also implemented a projectile that shoots in the direction of the user touching the screen.

We have not yet started to work on the tutorial, settings menu, upgrade menu, or the overlay of the game. The next short term goals are to work on enemy artificial intelligence, collision detection and menu functionality.

We are using an abstract game object that has the basics for players and enemy objects for collision detection and movement. The background is the main movement for the player, by changing the x and y position for the background in order for the player to show up correctly positioned on the map. The projectiles move very quickly and will not be manipulated by map movement because of bullet speed being quick enough it will be optimal to not have the Game Panel to manipulate the bullets.