

CSE 120 Game 2(a)

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1 Description

The game sets in a zoo, and the player acts as the zookeeper's favourite monkey. One day all the animals are getting crazy and the player needs to capture the crazy animals back to the zoo by shooting out webs. Some animals are also aggressive which will target the player.

2 Diagram

See Figure 1

3 Asset pack

The game will mainly use the Animal Pack Redux assets pack from the Kenny Assets. I don't know if audio is going to be implemented in the game.

4 Wave description

Waves will contain multiple packs of enemy (animals). And a pack contains the same type of animal. And all the animals in the same pack follow the same moving pattern. The animal type will represent the behavior, and the shape will represent the movement speed/health point.

5 Scoring

The player gains scores based on the type of the animal that one capture multiply by some factor of the game time. Like chicken for 100, duck for 200 etc. and will be multiplied based on the progress time.

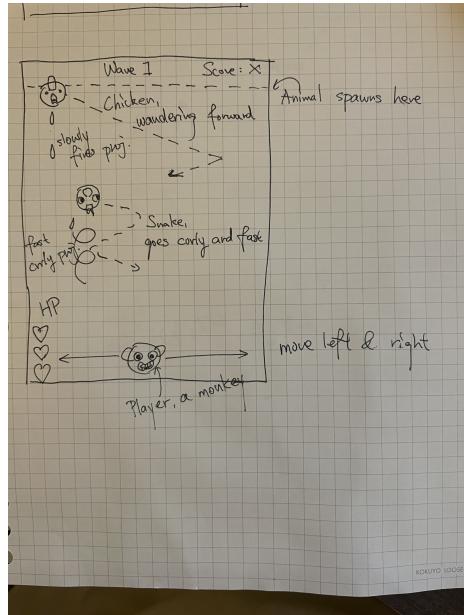


Figure 1: Game Diagram

6 Health

The player starts with 3 health points, and will lose a point if hit by an animal. The player will be able to pick up health packs by defeating a certain reward animal.

7 Level

The level ends when 1) the player died, 2) all the waves are finished. Under 1) the player can play again, and under 2) the player can also choose to progress to the next level.

8 Bonus Element

I want to have some sort of leading animal for each pack. Which upon defeat will cause the reset in the pack to panic or move back. This makes the player may want to target the leader first in order to gain more time.