Project Proposal

Name: William Good

Title:

Description: My game idea is a top down survival zombie shooter in which the aim of the game is to get to the highest round, as rounds increase the difficulty increases the zombies gain more health, more spawn and they run faster. Killing zombies give you points in which you can spend to upgrade your character and weapons. Skill based movement would be advertised in which if you were skilled enough you could achieve higher speeds thus making it easier to escape the zombies, I would implement a momentum system in which if you jumped within a certain space of time since you last landed you would not only maintain your speed but increase it further.

Stakeholders: 11 years and up

Research: this game is similar to cod zombies although that is 3D, the movement system that I want to implement it is similar to Bhoping in certain games guilt off the half-life engine in which by bunny hopping you can reach unintended speeds although this has been utilised by other developers into its own type of game although there will be another movement option that will be simple and easy to use although slower for new players, this provides some kind of mastery to the game.

Requirements: Run on screens of different sizes, output sound relevant to the game, save high scores, register input though keyboards,