ECS657U / ECS7003P Multi-platform Game Development

Coursework 2: Final Game

Group Submission

Your **group** should complete this form. **One person** from your group should submit it via QMPlus.

# Group

Group Letter: Z

Group Members:

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Alkhorsan, Hussain Yehya Faraj (170365952) – h-alkhorsan

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# External links

Git repository URL: <https://github.com/h-alkhorsan/Zville>

Github Pages URL: <https://h-alkhorsan.github.io/Zville/Build>

Gameplay video URL:

<https://drive.google.com/file/d/1JaDhVE1FxlN5W8frrGZaCtTu_8IWbkyc/view?usp=sharing>

# Final Game

Game concept chosen: (document number)

Game title: Zville

Game concept changes (from prototype onwards, if any):

Implemented features: (include all; highlight prototype features, and the changes made since then, if any – including features completely removed from the prototype)

* Added 2 more weapons variety
* Added arcade mode
* Added menus.

# Playtesting Report (PG only, ECS7003P; optional otherwise)

## Session 1

Playtesting feedback received: received feedback to fix hitbox issues, zombies was hit further back first then in front

Changes made after playtesting: fixed hitboxes detection, now sorts hitboxes by closest distance to character

## Session 2

Playtesting feedback received: FX not aligned correctly and isn’t flipped correctly

Changes made after playtesting: Flipped the FX based on directions

# Research (PG only, ECS7003P)

Features based on research: More weapon types, enemies with increasing spawn rates

Supporting research and rationale: From playtesting feedback, the game needed more temporary powerful weapon to keep up with the zombie horde that is piling up.