

NADIR

Team: Loompa Oompas! (To Avoid Copyright)

Members: Hadi Al Haj, Nash Farrand



TEAM MEMBERS



Hadi

Team Lead, Programming, Sound



Nash

Game Design, Level Design, Writing,
UI/UX, Everything Else™

GOALS FOR THIS MILESTONE

1. Player Controller
2. Basic Zombie AI Controller
3. Dopometer Prototype
4. Write the Quest
5. Design the Level
6. Find Some Cool Art c:
7. UI/UX Mockups

WHAT WE'VE DONE SO FAR (PROGRAMMING)

01

Zombies

Simple pathfinding, damaging, and dying

02

Player

Movement and shooting

03

Weapons

All weapons have different damage and fire rate

04

Dopamine

Change the speed of the game based on dopamine

ZOMBIES

Simple pathfinding, damaging, and
dying



PLAYER

Movement and shooting



DOPAMINE

Change the speed of the game based on
dopamine



04

WHAT NASH HAS DONE SO FAR

01

Quest

Quest steps and rewards

02

Level

Ground tiles and Napkin
sketch

03

UI/UX

First draft of menus and
UI

04

Art

Found some assets online



01

02

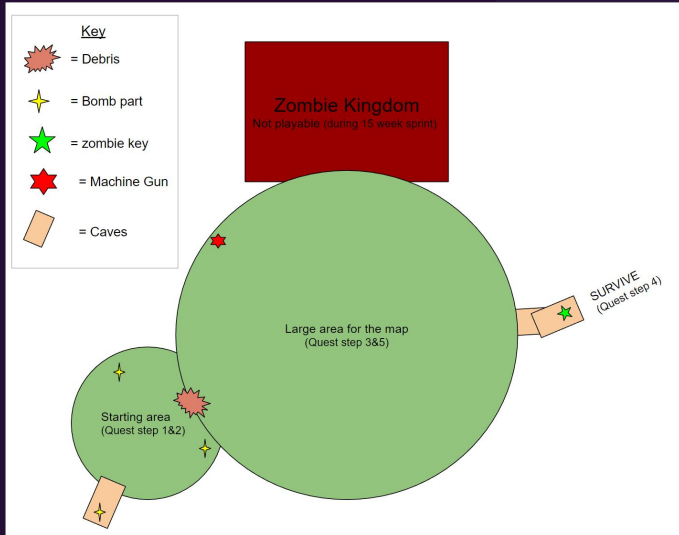
QUEST / LEVEL

Quest steps and rewards

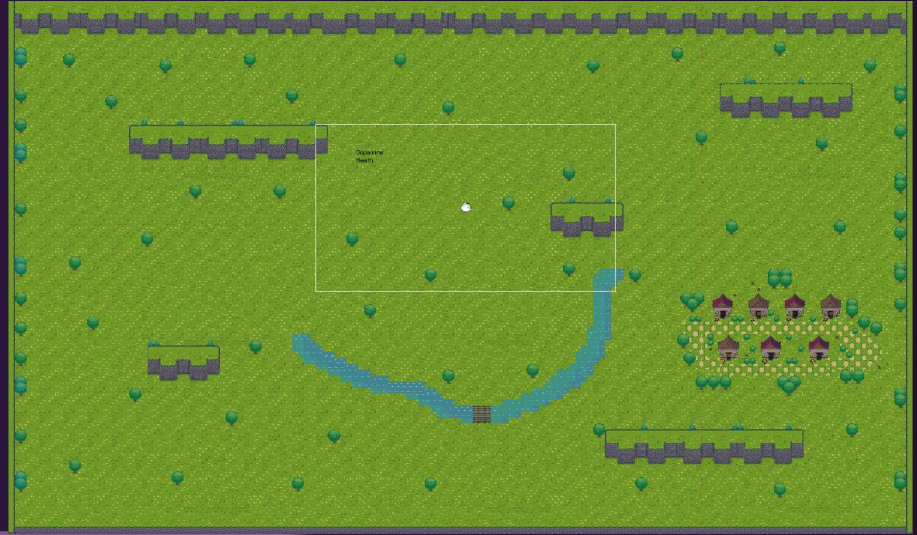
Tilemaps and Napkin sketch

LEVEL / QUEST – SKETCHES

Napkin Sketch



Playtest 1 Map





03

UI/UX

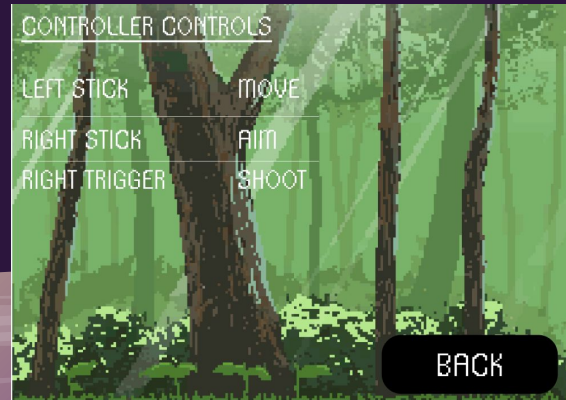
First draft of menus and UI

UI/UX - MOCKUPS

Main Menu



Controls



In-game UI



ART

Found some assets online

04



ART - ASSETS

World Tiles



Characters



Guns



THANKS

Do you have any questions?

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