

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. Implement Quest
2. Finish Level
3. Finish UI
4. Refine Dopameter Mechanic
5. Swap Between Guns + Ammo
6. Polish Player Controller

WHAT HADI HAS DONE SO FAR

01

Zombies

Updated spawning and pathfinding

02

Player

Organized and cleaned up scripts

03

Weapons

Weapon switching and different behaviors

04

Dopamine

Updated dopamine mechanic

ZOMBIES

Updating spawning and pathfinding



WEAPONS

Weapon-switching and ammo count



03



DOPAMINE

Updated dopamine mechanic. Dopamine increase now also depends on time between kills, and takes time to start dropping



04

WHAT NASH HAS DONE SO FAR

01

Quest

Began quest
implementation

02

Level

Fully designed level
in-game using tilemaps

03

UI/UX

Started adding in UI
based on mockups

04

Art

Animated player and
zombies



01

02

QUEST / LEVEL

Quest steps and rewards

Tilemaps and Napkin sketch

LEVEL / QUEST – SKETCHES

Level 1 start



Level 1 zoomed out





03

UI/UX

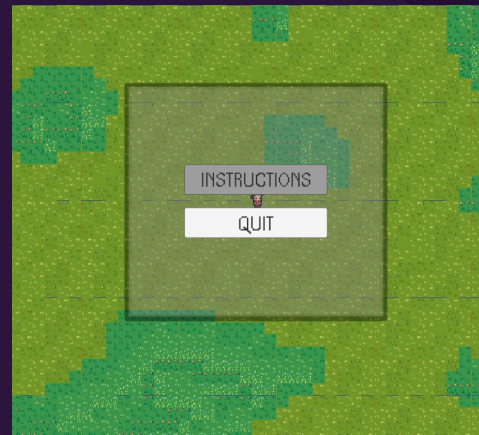
First draft of menus and UI

UI/UX – MOCKUPS

Main Menu



Paused



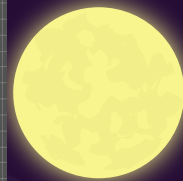
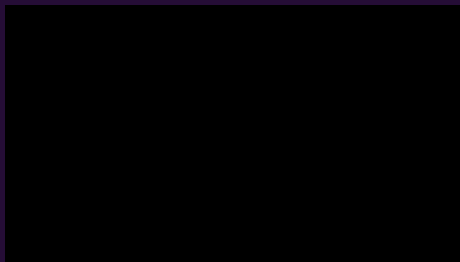
ART

Found some assets online

04



ART - ASSETS



GOALS FOR NEXT MILESTONE

1. Dopamine Tweaks
2. Finish Implementing the Quest
3. Audio
4. UI
5. Polish
6. Stretch Goals? 🙄

THANKS

Do you have any questions?

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