Game With Zombies

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Game With Zombies

Start Screen

Overview

Retro Arcade Game

-Objective: Collect Survivors & Survive

- - Shoot to kill zombies
- - Die if touched
- - Kill the boss

Planning

-Tried to modify mail-pilot

-Do something creative

-Explore a new framework

-Learn more animation based games

-Use a wide map rather than a scrolling background

Planning Cont.

-Sketched out my code using pseudo code written on paper with drawings

-Started off with a car, then a bus, then opted for an animated hero

Instructions

-Pause, arrows to go, spacebar to reset

Story

-Post apocalyptic zombie fallout, shoot zombies, when all survivors are collected, go to the next level. Levels get harder and different ghoulies are added

Demo

www.realcreative.ca/gamewithzombies/

Lessons Learned

- More Pseudo Code
- Learn new engines
- simple javascript methods are sometimes the most relevant
- Animations are nice but time consuming
- collisions (grouping together)
- resetting the game (change vs reload)

Future Possibilities

- give shields and power-ups
- mobile platform(joystick compatible)
- bigger levels with obstacles
- change into an rpg
- Shoot function
- Shield and different weapons
- 4 player functionality

Future Cont.

-Different selections for the main character with different weapons

- make ghoulies move towards you
- make stronger ghoulies instead of more
- High score sheet

Credits

- Tom Stilopoilooups
- Mom
- Phaser.Js
- Enrique
- ® Apple
- IE6
- 2 hour long RTS breaks