

## CS 242 FINAL PROJECT PROPOSAL

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### Description:

Simple 2-D survival shooter game similar to “I MAED A GAM3 W1TH Z0MBIES 1N IT!!!1”. The player will move around in an open field area while “zombie” mobs randomly spawn. The player can shoot mobs with the mouse or pick up power-up items for special attacks. The player will defeat as many mobs as possible before time expires to achieve the highest score possible.

Gameplay of “I MAED A GAM3 W1TH Z0MBIES 1N IT!!!1” for reference:

<http://www.youtube.com/watch?v=v5T6qenbdUc>

### Motivation:

I pretty much entered CS because of an interest in game design, but I never really pursued that interest before now. I played the mentioned game a long time ago and it seems like something doable for just 1 person to write while remaining pretty fun/not boring.

### Technical Information:

Java for implementation

Junit testing

Will need to “borrow” or create art assets also

### Timeline:

Week 1: Basic game logic and console controls

Week 2: Simple GUI and game loop

Week 3: Power-ups and more menu options

Week 4: Different enemy types/movements.... mini/final-bosses?