CS179N-Project Report

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1 Assets

- Every character, map, and human zombies assets are from the Game Art 2D . These assets fall under the CC0 1.0 Universal License.

- The Guns used in this game can be found at OpenGameArt.org. Every assets from this page falls under the CC0 1.0 Universal License.

- Background music in sci-fy map. OpenGameArt.org with CC BY 3.0 license.

- Zombie wolf assets can be found here itch.io with the Creative Commons Attribution v4.0 International Licenses.

- 8-bit sounds. OpenGameArt.org.

- fonts: 04

- main menu music: Incompetech Music with the CC BY 3.0 license.

2 Objectives Accomplished

- Four Playable Characters. They each behave and handle differently. They all have a different ways to move around that map and all have a special ability.

- Android Character is able to hover for a short time and has a arm cannon.

- Little girl is fast and nimble and its able to summons guns around her for a short time.

- Ninja has the ability to double jump and jump of walls. She is able to use her sword.

- Cow-boy moves has unlimited stamina and is able to use grenades.

- All character have animations for idle, ruining, jumping, and dying, as well as character specific animations for there special moves.

- All character have a stamina system. If the stamina runs out, that player is unable to move, buts still capable of shooting, until the stamina regenerates.

- A Sci-fi style level with all appropriate colliders and and enemy spawned point.

- A Winter style level with all appropriate colliders and and enemy spawned point.

- Character arm rotate to follow the mouse.

- All characters are able to use guns.

- Enemy zombies, follow player character and are able to attack and deal damage player.

- Camera tracks player through the map but its also bounded preventing it to go out side of the map.

- Head up display shows that player score, health, current wave, stamina and payer's inventory.

- Pause menu allows the player to pause the game, resume it, restart, return to the main menu or quit.

- Dead menu allows the player, once's killed to restart, go back to the main menu, or quit.

- In game sounds, for gun shots, player damage, enemy attacks, enemy kill, player kills, and more.

- Zombie wave functionality where after every wave the number of zombies increases making the game a bit more difficult.

3 Objectives Dropped, Not Completed, Or Not Working As Intended

- Zombie bear and bird was dropped because we did not have assets for it and the time required to implement.

- Solider playable character got drop because we did not have assets that fit the games style. We replaced him the the cowboy character.

- Little girls dog, originally the little girl was supposed to have a dog companion. We decided not to do that when we realized that it would become to difficult to implement with the current level designs.

- Cowboy throw grenade animation plays backwards when the character is facing left.

- Android cannon shot will flip around the player if the player flips.

- Mansion level was not finished in time to be used.

- Only the character's basic unique abilities were implemented.