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IGME 202 Section 2

Humans vs. Zombies Homework

List of User Functionality:

* Left mouse button to spawn zombies at the middle of the field
* D key to show debug lines and F key to hide debug lines

Reasoning behind design choices:

For the trees I simply added a sphere on top of a cylinder. The humans and zombies were assets from the Unity Asset Store and I added them into the project. In general, the design and visuals are fairly basic as I was focusing more on the coding rather than the visuals.

Challenges:

There were a ton of different challenges in this homework. The first obstacle was the obstacles (pun intended.) At first the vector calculation was incorrect because of logic errors and minor math mistakes. The second problem was adding zombies into the game and instantiating them as well as making each one of them work properly. The next problem is that the humans didn’t start running away from the converted zombies until I fixed them to the best of my abilities :D. The main problem I encountered was that I was always forgetting to apply the scripts to the prefabs and getting confused with what is what. In the end it all worked out.