CS 240 Project Proposal

We will be creating a top down zombie survival shooter game. Our game would be an open world game that involves old-fashioned zombie shooting, base building, random loot tables, etc. We will be building basic game UI (like for inventory, map, health and stamina bars...), as well as a custom algorithm for enemy pathfinding.

Basic Resources:

-Java FXGL

-Youtube stuff, such as the following:

<https://unitycodemonkey.com/video.php?v=fuGQFdhSPg4>

(More later, but this is what we’ve got so far)

**Current Plan:**

Immediate Needs:

Structure:

-make our own engine????

-java fxgl

-save / load

Player

-health

-weapon / ammo

-score

-speed

-inventory (array)

-actions:

--shoot

--pick up item

--move

Items

-array of objects able to be picked up by the player

Zombies

-health

-size

-speed

-dmg amount

-score

-pathfinding

--binary tree?

--custom algorithm?

Map

-tile based (square)

-places to spawn zombies

-number to spawn

-respawn time

-save / load

Later Things to Implement:

Structure

-difficulty mode

Player

-stamina

-armor / shield

-lives

-npc teammates

-flashlight

-actions

--dodge roll?

Zombies

-take knockback on hit

Map

-day / night cycle

**Time Table:**

For convenience, week 3 is week 1.

Similarly, week 12 is now week 9.

Week 1 Goal:

-Basic Engine

-Basic GUI

-Basic classes for needed objects

--Player

--Zombie

--Items

--Map

Week 2 Goal:

-Basic Functionality for game elements

--player controls

--zombie behavior

-Map editing

-Rudimentary graphics for basic things

Week 3 Goal:

-Something resembling gameplay?

-Functional items

-Map saves and loads

-Start designing maps

-More/Nicer looking graphics

Week 4 Goal:

-More once we figure out what is needed at the time...