

Zombie God

Control - Disrupt - Infect

Controls



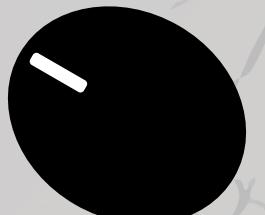
Move Camera View

Q Clear all Control Points

Place repel point/Remove control point

Zoom Camera View

Place attract point



GDD2 - Project 2

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Camp

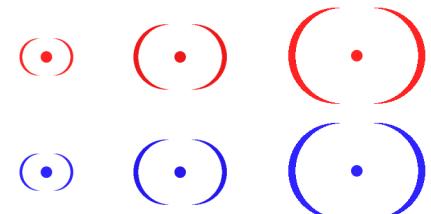
Camps are placed by Humans once they feel that they are in an optimal location for one. They frequently move to and from camp to stockpile Resources.



Humans

Humans behave based on multiple factors including danger, hunger, and exhaustion. Their AI/data is largely kept hidden from the player, but gives them more realistic behavior.

Control Points



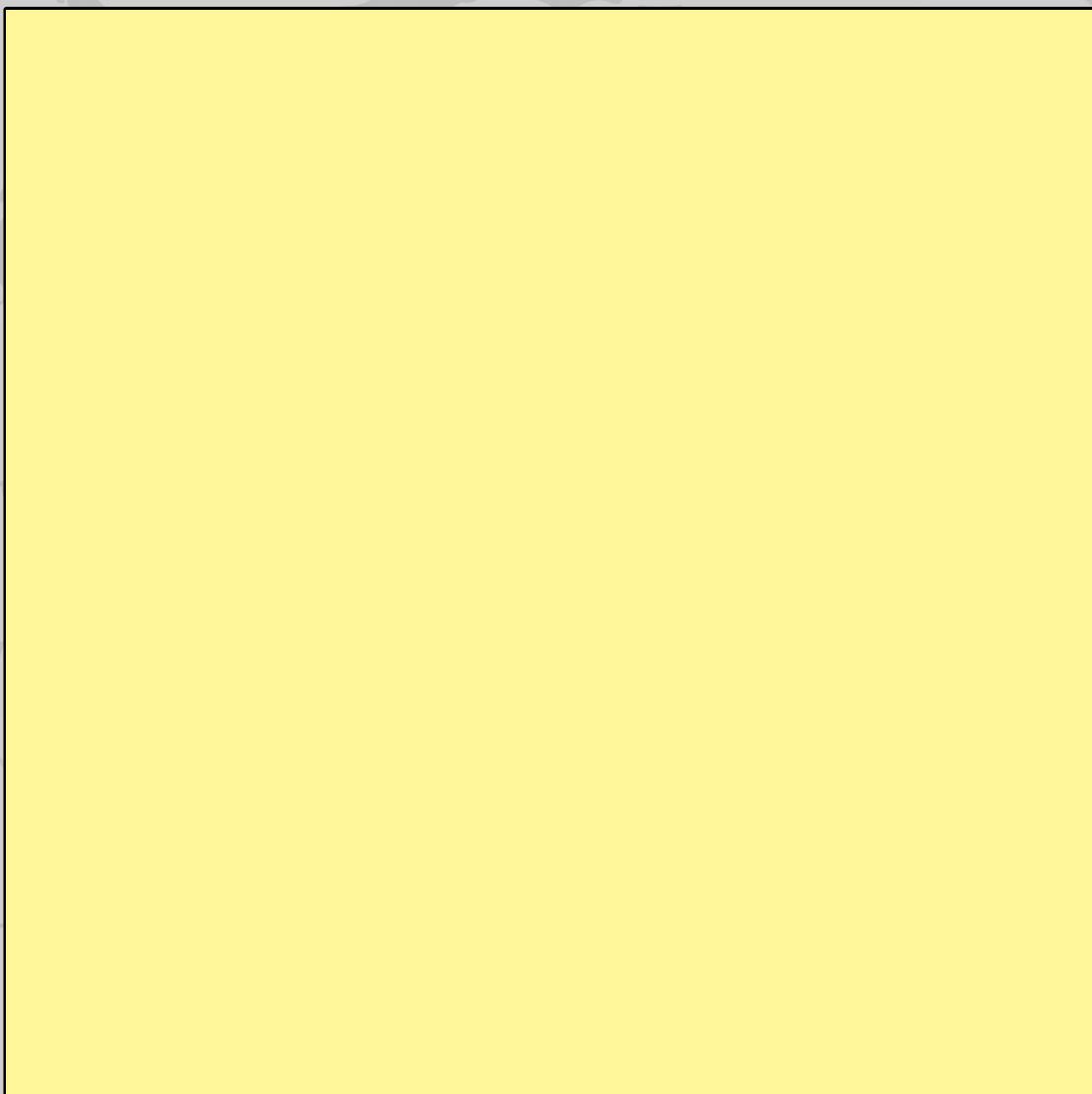
There are two types of Control Points; attract/red and repel/blue. The player uses these to direct their Zombie horde. Control Points work by altering the global vector field within a certain range as shown in the image below.

diagram showing how the control points work behind the scenes

Resources



Humans require resources to stay alive. There are three types of resources; wood, food, and water. Both wood and food are finite resources, water is an infinite resource. Wood and food resources are procedurally placed while water is determined by the Terrain generated.



Terrain

The Terrain is procedurally generated. Inspired by contour maps, the land has different altitude levels that affect both Human and Zombie movement.



Zombies

Zombies are directed by the player using Control Points. They are the player's tireless killing army. They are still zombies however, meaning they prioritize nearby Humans.