

THE GREAT ESCAPE



2D Puzzle Game
CS 691 - TEAM 4 - Sprint 3

Agenda

- **About Us** - Introduce the team.
- **Our Project** - A brief summary of game, including the setting, gameplay, and key features.
- **Technology** - List the tools, programming languages, game engines, and version control systems used to develop.
- **MVP & Technical Elements** - Define the Minimum Viable Product and detail the core technical elements such as dynamic layering, collision detection, and optimization.
- **Testing & Test Cases** - Outline the testing strategy, including test cases for combat mechanics, puzzle challenges, and task completion within the game.
- **Architecture Diagrams** - System architecture, context, and ER diagrams to show how the game's components interact.
- User Stories & Acceptance Criteria - Explain the user stories that guided development, accompanied by acceptance criteria.
- **Personas** - Introduce typical user personas to give insight into the game's target audience and their motivations.
- **Project Metrics** - Share metrics ,team velocity, burndown charts, to demonstrate the team's progress and efficiency.
- **Retrospective** - Reflect on what went well, the challenges faced, and areas for improvement based on feedback.
- **Project Demo** - A walkthrough of the game's demo, highlighting the start page, tutorials, puzzles, NPC interactions, and other key gameplay segments.



ABOUT US

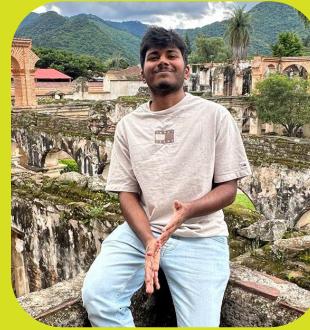
01



Aakash Akhilesh Patel
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UI and Game Asset Developer



Yash Vora
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Game Developer



Hitesh Pulivarthi
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Narrative Designer

TEAM MEMBER ROLES AND RESPONSIBILITIES



Linlan Cai
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Scrum Master



Krits Chotechuanngchaikul
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Project Manager



Zhifu Chen
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Game Developer



Sarthak Mishra
mishra.sarthak.5@gmail.com
Sound Designer

PARTICIPATION

- Active participation and punctual attendance are crucial.
- Communicate in advance if missing a meeting.
- Catch up on missed topics before the next meeting.

COMMUNICATION

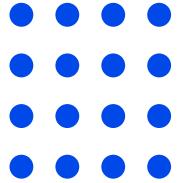
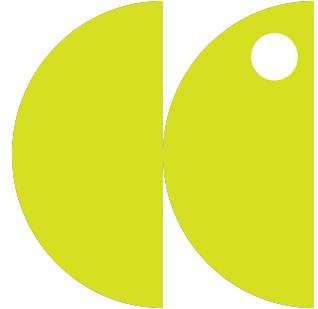
- Team communication via Slack and Zoom meetings.
- GitHub for task tracking and collaboration.
- Final deliverables shared and edited using GitHub, Slack, and Google Docs.

WORK DIVISION

- Equal division of project work among team members.
- Each member responsible for timely completion.
- Open communication encouraged for addressing challenges collaboratively.

TEAMWORK AGREEMENT

OUR PROJECTS 02



PROJECT DESCRIPTION

SETTING

A high school during a zombie apocalypse.



MAIN CHARACTER

High school girl armed with a chainsaw.

GAMEPLAY

- Blend of action, strategy, and puzzle solving
- Navigate through zombie-infested environments

KEY GAMEPLAY FEATURES

- COMBAT: Strategically attack zombies to survive
- PUZZLES:
 - Heartbeat Puzzle: Sync actions with the heartbeat rhythm.
 - Connecting Wires: Correctly connect wires to restore power.
 - Move Blockage: Move obstacles to clear paths.
- TASK COMPLETION: Complete specific tasks to progress through chapters.

SPRINT 0 FEEDBACK

Changes to Personas: Based on the initial feedback, we revised our personas to align more closely with our project's target user group.

Sprint Schedule Revisions: Adjustments were made to our sprint schedule to optimize our workflow and focus on key development milestones.

Implemented Changes: Personas and sprint schedule updates are detailed in the subsequent slides.

SPRINT 1 FEEDBACK

1. Detailed the specific feedback received from the professor and outlined the improvements implemented, enhancing clarity and alignment with project goals.

2. Inclusion of Key Diagrams and Test Cases:

- 2.1 Ensured the inclusion of the Conceptual Architecture Diagram and Sequence Architecture Diagram.
- 2.2 Added comprehensive Test Cases linked with User Story IDs to demonstrate the coverage and relevance of each test.

3. Adherence to Slide Checklist:

- 3.1 Followed the structured order from the slide checklist to ensure consistency and completeness in presentation.

SPRINT 2 FEEDBACK

No feedback received

PROFESSOR'S FEEDBACK AND OUR IMPROVEMENTS

TECHNOLOGIES



Game Engine



CPT



Agile project management



Visual Studio

IDE



Programming Languages



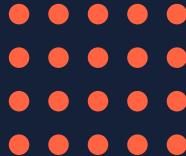
Team communication platform



Version Control

MINIMAL VIABLE PRODUCT

MVP



VISUALS

- **Pixel art style:** capturing a zombie-infested high school
- **Distinct environments:** classrooms, hallways, cafeteria

TECHNICAL ELEMENTS

- Dynamic layering and collision detection
- Optimized for performance with scalable design

GAMEPLAY MECHANICS

- **Combat:** Use a chainsaw to fight zombies
- **Puzzles:** Heartbeat, Connecting Wires, Destroy Blockage
- **Resource Management:** Manage health and ammunition

EXPERIENCE

- Blend of action, strategy, and puzzle-solving.
- Navigate and survive in a challenging zombie apocalypse.

TESTCASE

TESTCASE



COMBAT

Verify player can attack and eliminate zombies using the chainsaw. Expect zombies to be defeated.

PUZZLE

- Heartbeat sequences
- Connecting Wires
- Move Blockage

DIFFICULTY

Assess the increase in challenges with each chapter. Expect more challenging obstacles and enemies.

RESCUE TASKS

Rescue of NPC survivors. Expect NPCs to contribute to the story or provide assistance.

TASK COMPLETION

Verify completing tasks unlocks the next chapter. Expect progression upon task completion.

Logic Algorithm

Player Stats

- **Idle State:** Player character stands still, awaiting player input.
- **Move State:** Player moves in response to player input, with animations corresponding to direction.
- **Attack State:** Player character executes various attack animations in response to player commands.
- **Hurt State:** Player character reacts to enemy attacks, potentially being pushed back or knocked down.
- **Death State:** Player character's animations play out a defeat sequence, followed by end-of-game logic.

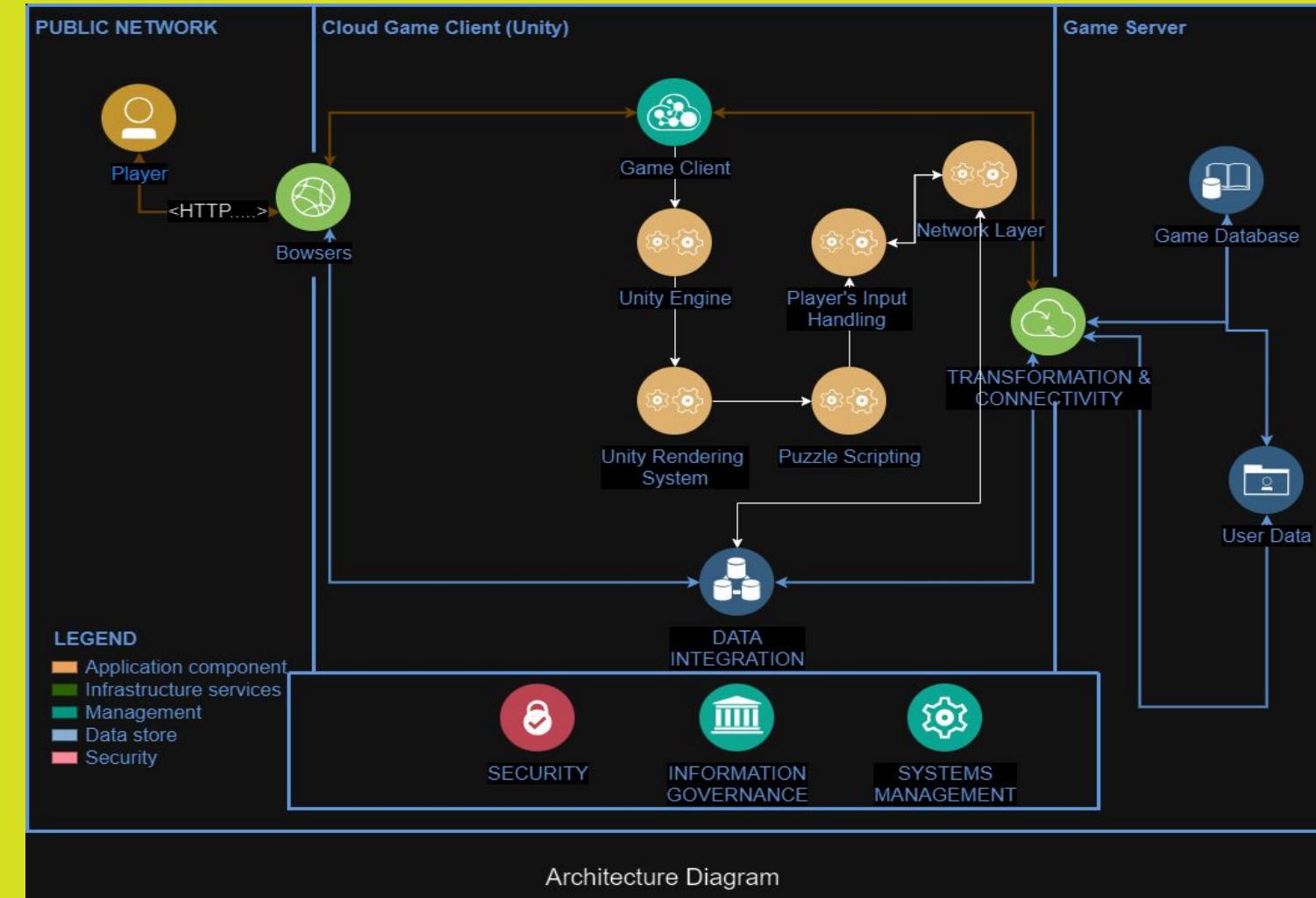
Zombie State

- **Idle State:** Zombie remains motionless, scanning for player presence.
- **Chase State:** Zombie actively pursues the player, adjusting its movement to get closer.
- **Attack State:** Zombie engages in melee combat when within striking range.
- **Hurt State:** Zombie reacts to being damaged by the player, staggering or recoiling.
- **Dead State:** Zombie's animations freeze, and it becomes non-responsive after being defeated.

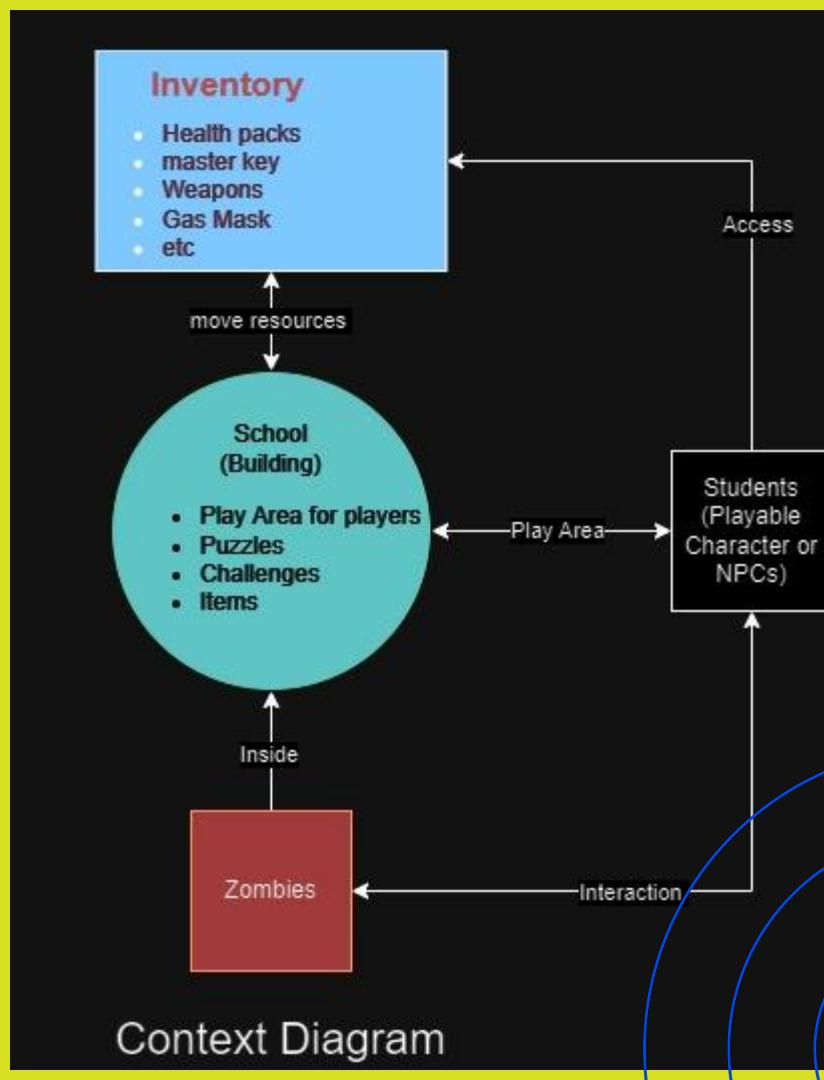
General Management

- **Enemy Manager:** Handles spawning and tracking of all enemy instances, including state transitions and behavior logic.
- **Interface:** Provides a blueprint for all state classes, ensuring consistency in implementation across different entities.

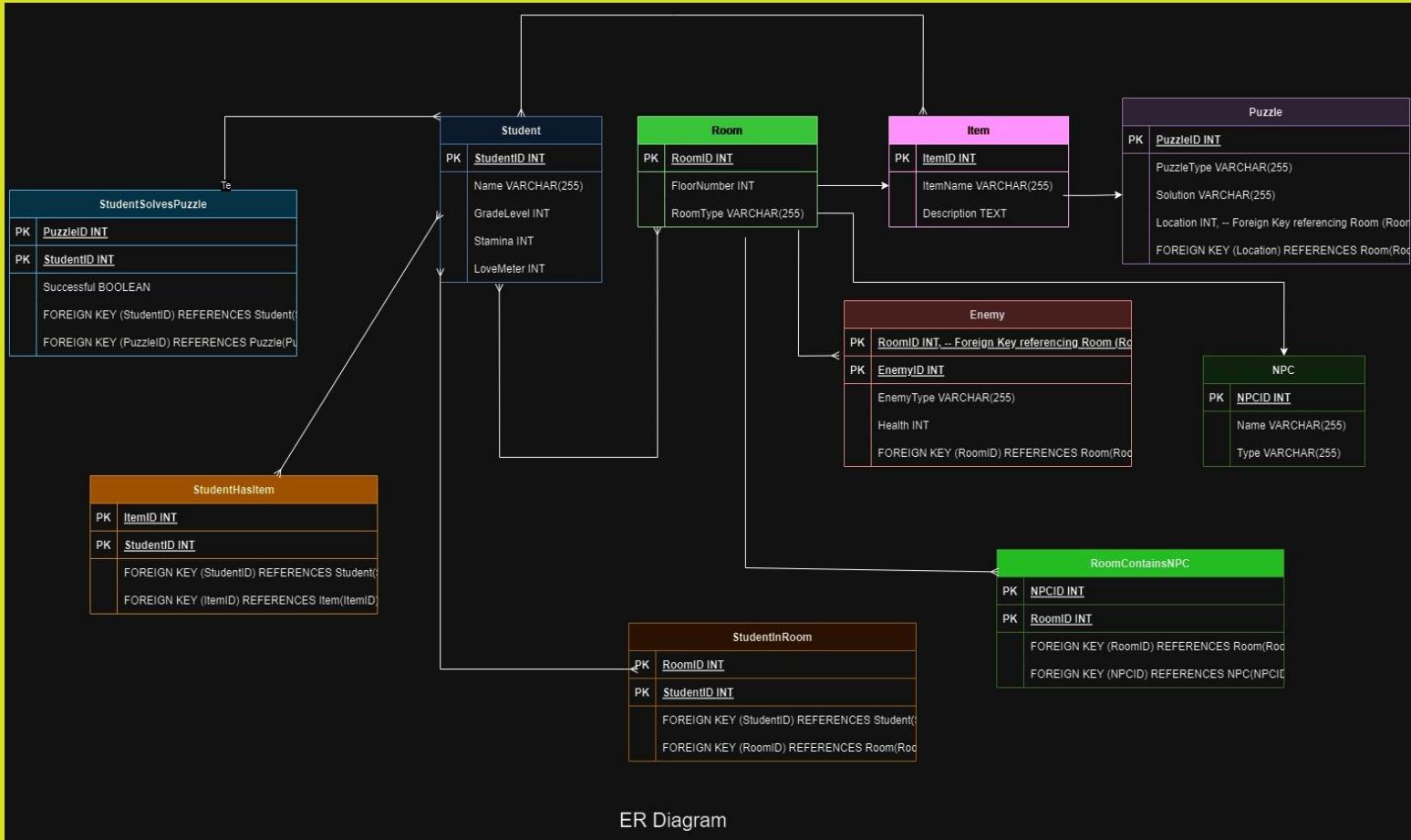
ARCHITECTURE DIAGRAM



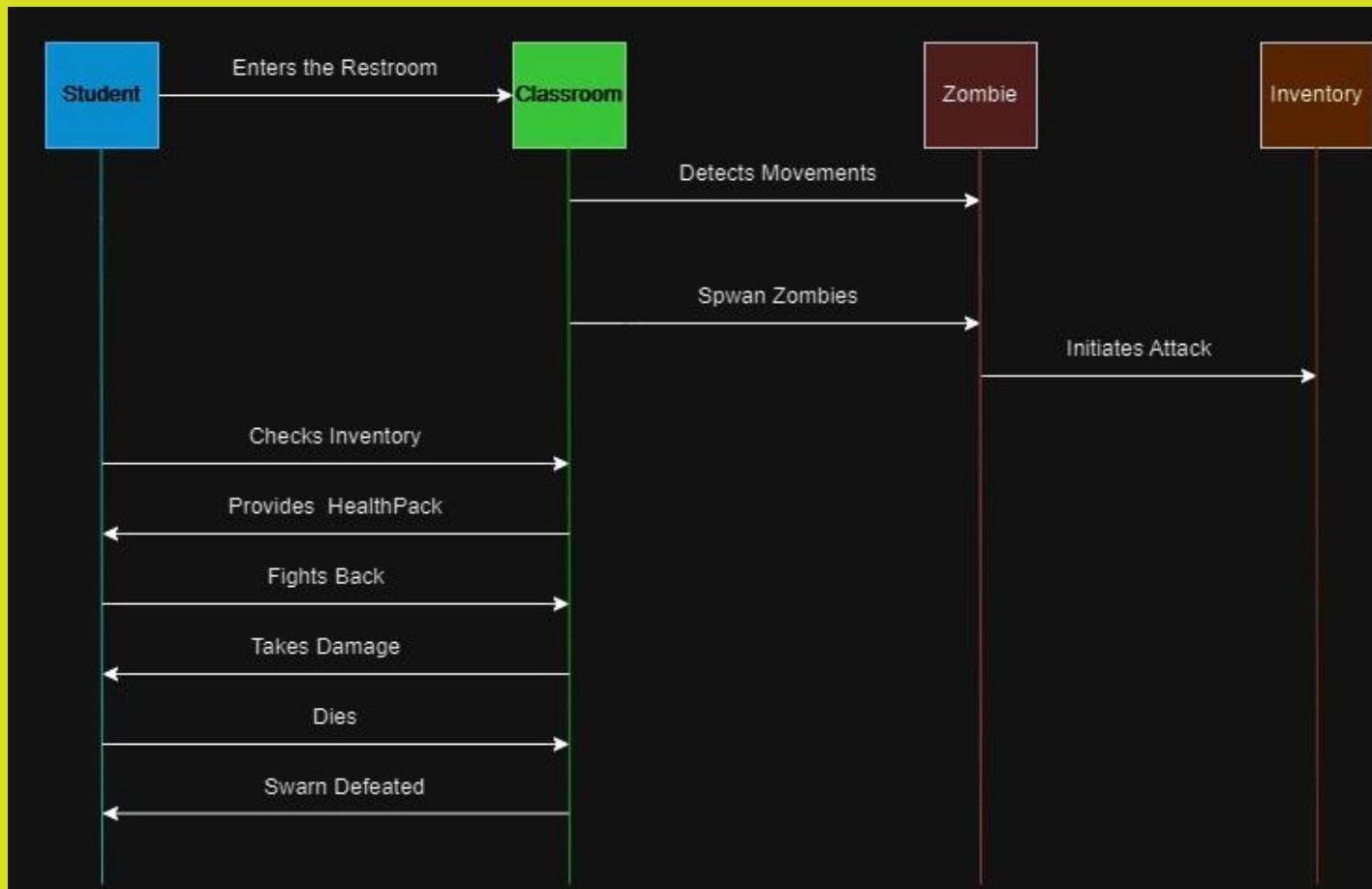
CONTEXT DIAGRAM



ER DIAGRAM

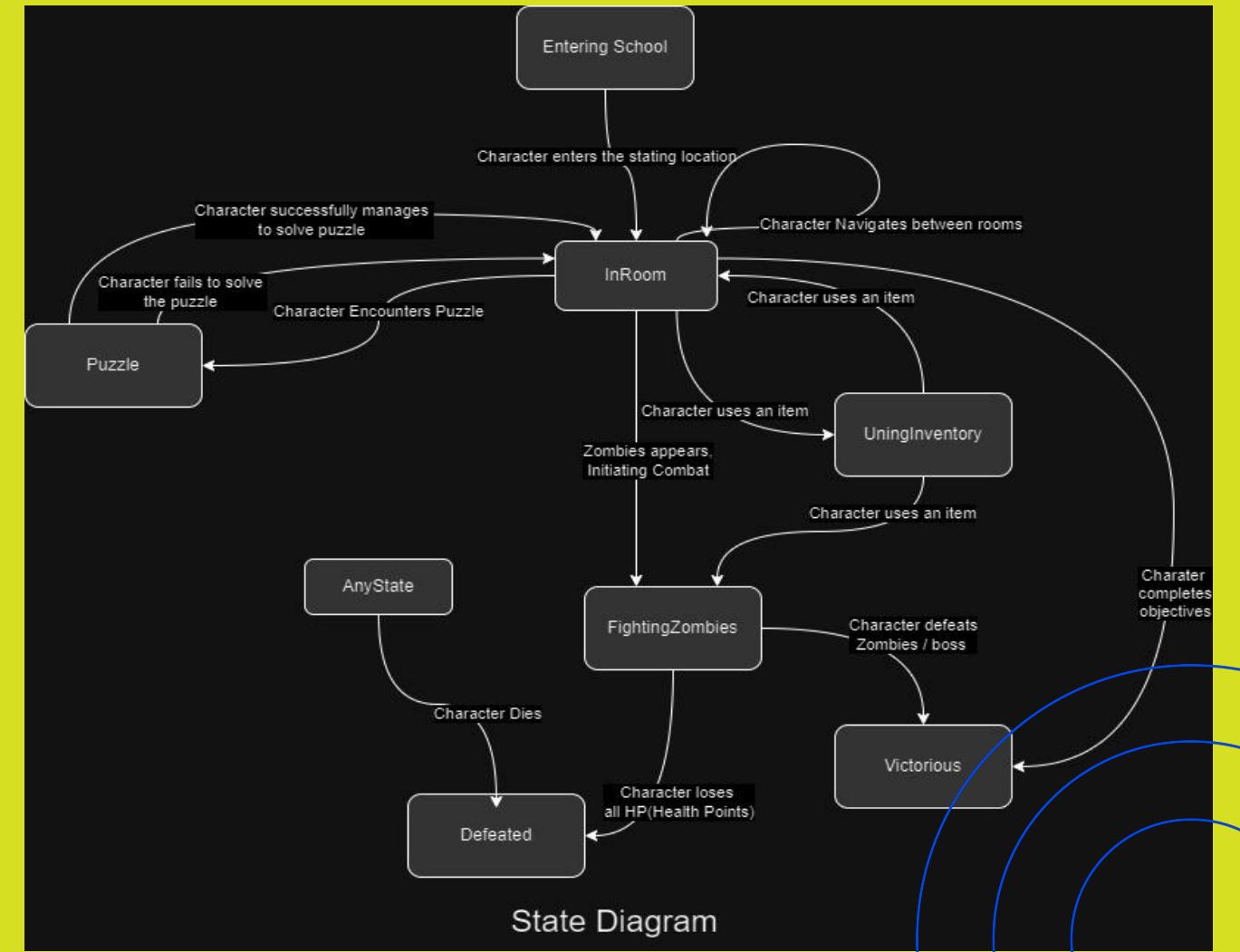


SEQUENCE DIAGRAM

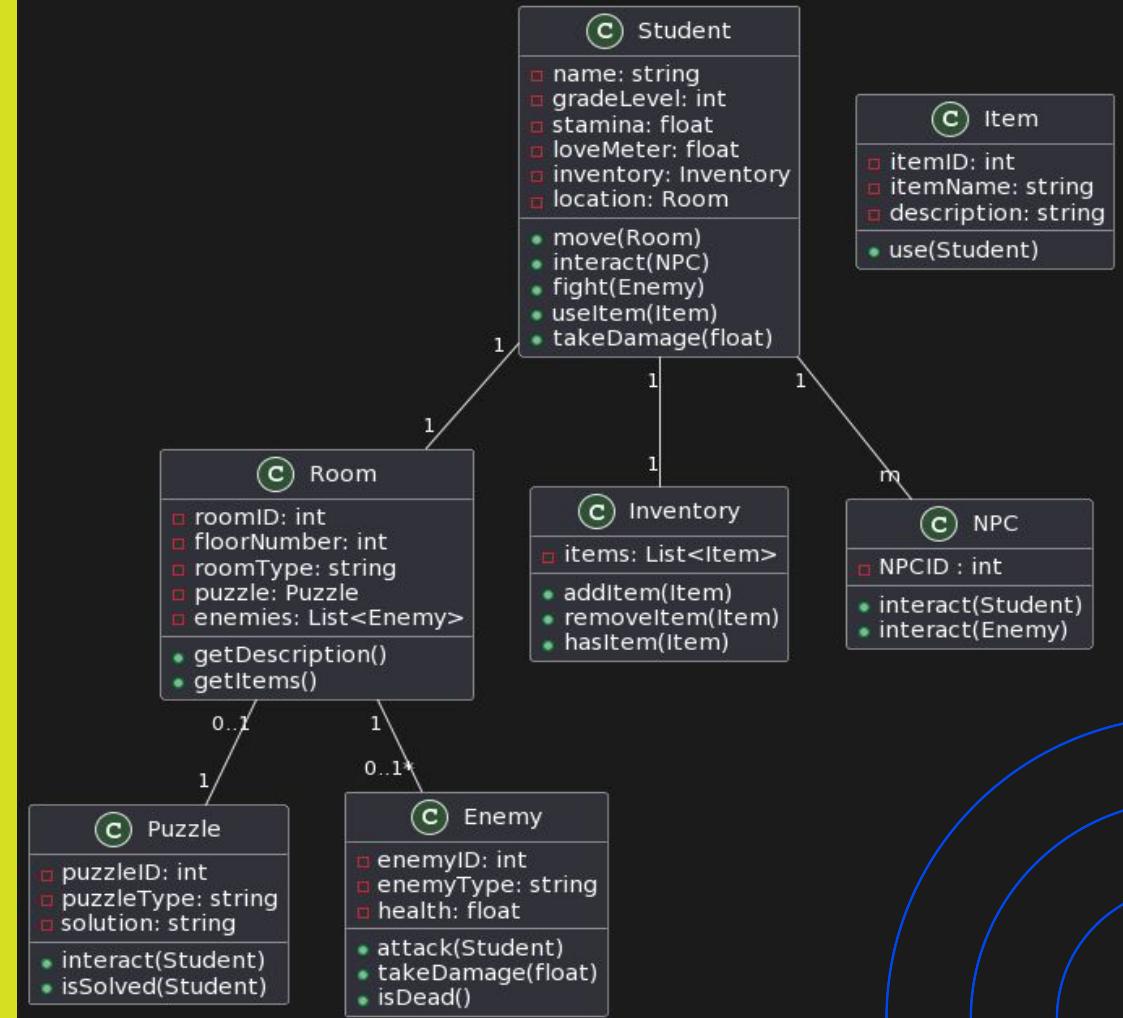


Sequence Diagram

STATE DIAGRAM

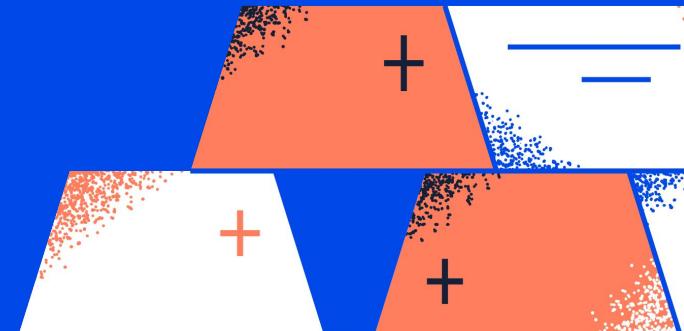


CLASS DIAGRAM



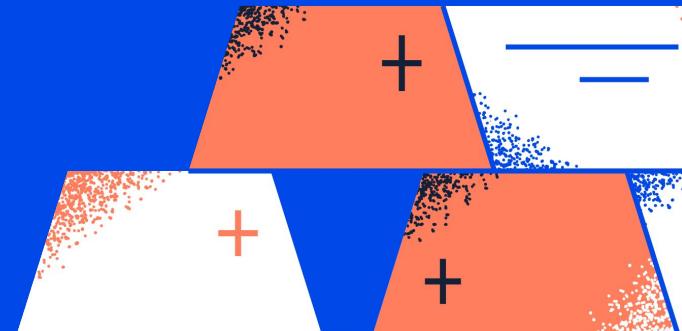
PRODUCT BACKLOG (SPRINT 0)

KAN-13 Sprint 0		+		
<input checked="" type="checkbox"/>	KAN-14 Brainstorm Idea	DONE		
<input checked="" type="checkbox"/>	KAN-15 Setup Development Foundational Tools	DONE		
<input checked="" type="checkbox"/>	KAN-16 Establish Team Roles	DONE		
<input checked="" type="checkbox"/>	KAN-17 Setup Weekly Meetings and Feedbacks	DONE		
<input checked="" type="checkbox"/>	KAN-27 Similar Games Research for inspiration	TO DO		



PRODUCT BACKLOG (SPRINT 1)

KAN-7 Sprint 1				
<input checked="" type="checkbox"/>	KAN-9 Brainstorming Level Design	DONE		
<input checked="" type="checkbox"/>	KAN-10 Drafting MVP	DONE		
<input checked="" type="checkbox"/>	KAN-11 Sound Design	DONE		
<input checked="" type="checkbox"/>	KAN-12 Researching Different Gameplay Variations on Unity	DONE		



PRODUCT BACKLOG (SPRINT 2)

		Done	43	Estimate: 0	This has been completed	...
1	● Sprint 2/Puzzle #28	Done				
2	● Sprint 2/Whole Map #13	Done				
3	● Sprint 2/Project Demo #23	Done				
4	● Sprint 2/ Plan for sprint 3 #22	Done				
5	● Sprint 2/ MVP #16	Done				
6	● Sprint 2/ Technologies #15	Done				
7	● Sprint 2/ GitHub Link #24	Done				
8	● Sprint 2/ Metrics #20	Done				
9	● Sprint 2/ Retrospective #21	Done				
10	● Sprint 2/ Technical paper #26	Done				
11	● Sprint2/ Create Main Character and Artwork #27	Done				
12	● Sprint 2/ Improvements made from Professor Feedback #14	Done				
13	● Sprint 2/ Diagrams #17	Done				
14	● Sprint 2/SFX #29	Done				
15	● Sprint 2/ Recap #18	Done				
16	● Sprint 2/ Backlog for next Sprint #19	Done				



PRODUCT BACKLOG (SPRINT 3)

18	● Sprint 3/Agenda #40	Done
19	● Sprint 3/ Team Member Roles and Responsibilities #41	Done
20	● Sprint 3/ Improvements made from Professor Feedback #42	Done
21	● Sprint 3/ Project Description #43	Done
22	● Sprint 3/ Team working agreement #44	Done
23	● Sprint 3/ Personas #45	Done
24	● Sprint 3/ MVP #46	Done
25	● Sprint 3/ Technologies #47	Done
26	● Sprint 3/ Algorithms #48	Done
27	● Sprint 3/ Diagrams #49	Done
28	● Sprint 3/ Sprint 3 Recap #50	Done
29	● Sprint 3/ Product Backlog #51	Done
30	● Sprint 3/ Sprint Summary #52	Done
31	● Sprint 3/ User Stories and Acceptance Criteria #53	Done
32	● Sprint 3/ Test Cases #54	Done
33	● Sprint 2/ Deployment and Installation Manual #25	Done
34	● Sprint 3/ Metrics #55	Done
	● Sprint 3/ Other #56	Done



TIMELINE (SPRINT 0)

⊕ cs691

Backlog | Priority board | Team items | Roadmap | In review | My items + New view

Filter by keyword or by field

January 2024 February 2024

Date	Task	Issue #	Assignee
23	Sprint 0/ Brainstorm Idea	#65	
24	Sprint 0/ Setup development foundational tools	#67	
25	Sprint 0/ Establish Team Roles	#68	
26	Sprint 0/ Establish Team roles	#69	
27	Sprint 0/ Setup Weekly Meetings and Feedback	#70	
28	Sprint 0/ Similar Games Research for Inspiration	#71	
29	Sprint 0/ Brainstorm Idea	#65	
30	Sprint 0/ Setup development foundational tools	#67	
31	Sprint 0/ Establish Team Roles	#68	
1	Sprint 0/ Establish Team roles	#69	
2	Sprint 0/ Setup Weekly Meetings and Feedback	#70	
3	Sprint 0/ Similar Games Research for Inspiration	#71	

TIMELINE (SPRINT 1)

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Backlog | Priority board | Team items | **Roadmap** | In review | My items | + New view

Filter by keyword or by field

February 2024 March 2024

Date	Task	Comments
7		
8		
9		
10		
11		
12		
13		
14		
15		
16	Sprint 1/ Brainstorm Level Design #72	(1)
17	Sprint 1/ Drafting MVP #73	(1)
18	Sprint 1/ Sound Design #74	(1)
19	Sprint 1/ Researching Different Gameplay ... #75	(1)
20	Sprint 1/ Brainstorm Level Design #72 (1)	
21	Sprint 1/ Drafting MVP #73 (1)	
22	Sprint 1/ Sound Design #74 (1)	
23	Sprint 1/ Researching Different Gameplay Variations #75 (1)	
24		
25		
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TIMELINE (SPRINT 2)

TIMELINE (SPRINT 3)

lialazyof / Projects / cs691

Type to search

cs691

Backlog | Priority board | Team items | Roadmap | In review | My items | New view | Add status update

Filter by keyword or by field

February March April May June

March 2024 April 2024 May 2024 June 2024

6 4 11 18 25 1 8 15 22 29 6 13 20 27 3

47 Sprint 3/ Sprint Summary #52

48 Sprint 3/ User Storie and Acceptance Crite... #53

49 Sprint 3/ Test Cases #54

50 Sprint 2/ Deployment and Installation Ma... #25

51 Sprint 3/ Metrics #55

52 Sprint 3/ Retrospective #56

53 Sprint 3/ Project Demo (current sprint #57

54 Sprint 3/ Github link #58

55 Sprint 3/ Live Demo #59

56 Sprint 3/ Map #60

57 Sprint 3/ Puzzle #61

58 Sprint 3/ Artwork #62

59 Sprint 3/ NPC #63

60 Sprint 3/ SFX #64

Roadmap

In review

My items

New view

Markers

Sort

Date fields

Quarter

SUMMARIES COMPLETED TASKS

Sprint 0 Completed Tasks

- Defined initial project requirements and scope.
- Created initial design and wireframes for the project interface.
- Established basic project infrastructure and development game environment.

Sprint 1 Completed Tasks

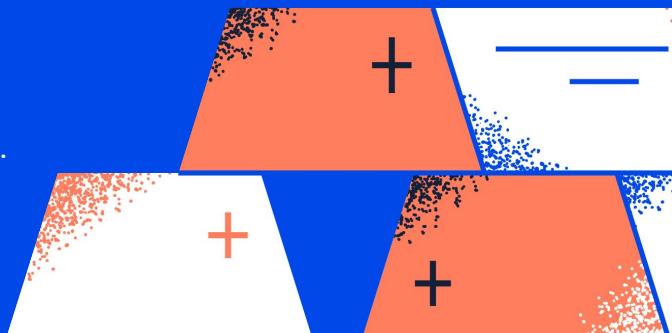
- Developed core functionalities including map and puzzle.
- Implemented initial user interface and experiences.
- Conducted preliminary testing and bug fixes based on initial feedback.

Sprint 2 Completed Tasks

- Enhanced user interface and user experience based on feedback.
- Expanded functionalities and improved user interactions.
- Conducted comprehensive testing to ensure stability and performance.

Sprint 3 Completed Tasks

- Finalized all MVP primary features and prepared for project live demo.
- Polished the user interface and user interactions for better experiences.
- Conducted final testing and prepared documentation for final presentation.



ACCEPTANCE CRITERIA & USER STORIES - 1

<p>● User Story 9 / 999 ... Estimate: 0</p> <p>CS691_CapstoneProject #6 As a player, I want to engage in crafting, so that I can create useful items and tools.</p> <p>CS691_CapstoneProject #3 As a player, I want to encounter environmental hazards that require puzzle-solving skills, So that I can progress in the game.</p> <p>CS691_CapstoneProject #7 As a player, I want to encounter dynamic events that affect the game world, So that the game feels dynamic and unpredictable.</p> <p>CS691_CapstoneProject #11 As a player, I want to encounter unique landmarks and locations, So that the game world feels rich and diverse.</p> <p>CS691_CapstoneProject #5 As a player, I want to encounter unique zombie types that require different strategies to defeat, so that the game remains challenging and engaging.</p>	<p>● Acceptance Criteria 9 ... Estimate: 0</p> <p>CS691_CapstoneProject #31 Scenario: A player encounters a puzzle and to solve that puzzle an item needs to be created from the crafting table to reach the next level. Given the availability of crafting materials, When the player accesses the crafting menu, Then the player can combine materials to craft items like weapons, tools, and consumables.</p> <p>CS691_CapstoneProject #32 Scenario: Puzzles in-game area. Given environmental hazards that block the player's path, When the player examines the hazards and finds clues, Then the player can solve the puzzles and overcome the hazards.</p> <p>CS691_CapstoneProject #33 Scenario: A horde of zombies invades a previously safe area. Given the game's dynamic event system, When the player is in the affected area, Then the player must adapt to the new threat and find a way to survive.</p>	<p>● User Story 9 / 999 ... Estimate: 0</p> <p>CS691_CapstoneProject #6 As a player, I want to engage in crafting, so that I can create useful items and tools.</p> <p>CS691_CapstoneProject #3 As a player, I want to encounter environmental hazards that require puzzle-solving skills, So that I can progress in the game.</p> <p>CS691_CapstoneProject #7 As a player, I want to encounter dynamic events that affect the game world, So that the game feels dynamic and unpredictable.</p> <p>CS691_CapstoneProject #11 As a player, I want to encounter unique landmarks and locations, So that the game world feels rich and diverse.</p> <p>CS691_CapstoneProject #5 As a player, I want to encounter unique zombie types that require different strategies to defeat, so that the game remains challenging and engaging.</p>	<p>● Acceptance Criteria 9 ... Estimate: 0</p> <p>CS691_CapstoneProject #34 Scenario: High School Location Given the presence of a variety of locations within the game world, including a high school. When the player explores the high school location, Then the high school should have its own distinct story, perhaps related to survivors who sought refuge or a pivotal event that unfolded during the zombie apocalypse. And Then the location should present specific challenges, such as navigating dark and narrow hallways, solving puzzles related to the school's layout, or encountering unique zombie types that might be tied to the school setting. And Then the high school should offer rewards upon successful exploration, such as valuable resources, clues to progress in the main storyline, or potential new survivors to recruit. And Then the environment within the high school should reflect its narrative, showcasing elements like makeshift barricades, survivor notes, or remnants of previous events that contribute to the overall immersion.</p>
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ACCEPTANCE CRITERIA & USER STORIES - 2

environmental hazards that require puzzle-solving skills, So that I can progress in the game.

CS691_CapstoneProject #7
As a player, I want to encounter dynamic events that affect the game world, So that the game feels dynamic and unpredictable.

CS691_CapstoneProject #11
As a player, I want to encounter unique landmarks and locations, So that the game world feels rich and diverse.

CS691_CapstoneProject #5
As a player, I want to encounter unique zombie types that require different strategies to defeat, so that the game remains challenging and engaging.

CS691_CapstoneProject #35
Scenario: The player encounters a zombie that explodes upon death damaging nearby surroundings. Given the variety of zombie mutations in the game, When the player faces these unique zombies, Then the player must use caution and strategy to defeat them without causing additional harm.

CS691_CapstoneProject #36 ..
Scenario: The player enters a room with multiple exits and zombies approaching. Given the player's current position and the zombie locations, When the player plans their route carefully, Then the player successfully avoids the zombies and reaches safety.

CS691_CapstoneProject #8
As a player, I want to strategize my movements, So that I can avoid being overwhelmed by zombies.

CS691_CapstoneProject #9
As a player, I want to uncover the history of the game world, So that I can understand the events leading up to the zombie outbreak.

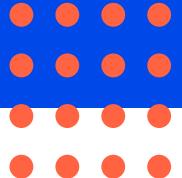
CS691_CapstoneProject #4
As a player, I want to encounter NPCs with their own goals and agendas, So that the game world feels alive and reactive.

CS691_CapstoneProject #10
As a player, I want to encounter unique boss battles, So that I can test my skills against powerful foes.

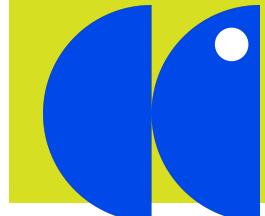
CS691_CapstoneProject #37
Scenario: The player finds a series of old newspapers detailing a government cover-up. Given the player's exploration, When the player reads the newspapers, Then the player learns about the conspiracy behind the outbreak.

CS691_CapstoneProject #38
Scenario: Player interactions with NPCs (Non-Playable Characters) Given NPCs with dynamic behavior and goals, When the player interacts with these NPCs, Then the NPC's actions and reactions affect the game world and the player's journey.

CS691_CapstoneProject #39
Scenario: The player encounters a mutated zombie with enhanced abilities. Given the unique boss design, When the player must use agility and quick reflexes to defeat the boss and progress in the game.



PERSONA



03

PERSONA 1

Jonas Kahnwald



- **Age:** 26
- **Occupation:** Software Developer
- **Gaming Background:** Enjoys puzzle-solving games and strategy games.
- **Playstyle:** Experimental, enjoys finding unique solutions.
- **Gaming Environment:** Dedicated setup with a powerful PC, prefers a quiet and dimly lit room.
- **Motivation:** Unraveling unique scenarios and discovering in-game secrets.
- **Preferred Platform:** PC and PS
- **Social Aspect:** Shares insights and strategies with the gaming community, engages in online forums.
- **Feedback Style:** Provides detailed feedback on game mechanics.
- **Aspirations:** Mastery in puzzle-solving and unlocking unique scenarios.

PERSONA 2

Ted Mosby



- **Age:** 35
- **Occupation:** Lead Game Designer
- **Background:** Experienced in game design, specializes in puzzle and narrative-driven games.
- **Inspirations:** Draws from literature, psychology, and media for innovative game design.
- **Adaptability:** Prioritizes dynamic difficulty adjustments for a broad audience.
- **Challenges:** Focuses on creating games that adapt to players' evolving skills.
- **Player Engagement:** Actively connects with players through community forums and social media.
- **Creative Process:** Starts with a strong narrative and refines gameplay mechanics based on feedback.
- **Future Plans:** Plans to expand the game with new content, challenges, and mechanics.

PERSONA 3

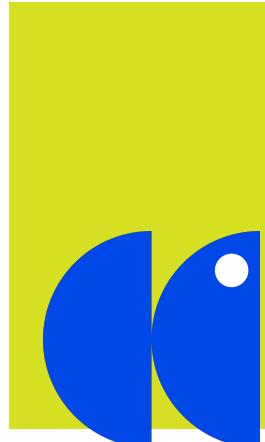
Martha Nielsen



- **Age:** 23
- **Occupation:** College Student (Environmental Science)
- **Gaming Background:** Prefers exploration and adventure games, enjoys single-player and co-op experiences.
- **Playstyle:** Relaxed, focuses on exploration and immersion, loves uncovering hidden details.
- **Gaming Environment:** Plays on a console in a cozy living room, values comfort.
- **Motivation:** Seeks engaging stories to escape from daily routines, values captivating narratives.
- **Preferred Platform:** Primarily uses a console, occasionally a gaming laptop.
- **Social Aspect:** Shares gaming experiences on social media, participates in online gaming communities.
- **Feedback Style:** Provides constructive feedback, focusing on user-friendly interfaces.
- **Aspirations:** Aims to complete the main story and fully explore the game world.



METRICS

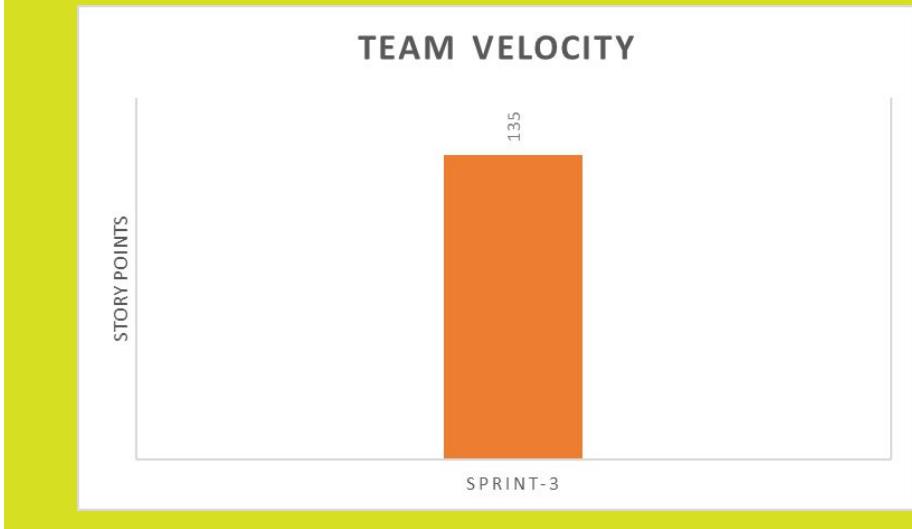


04

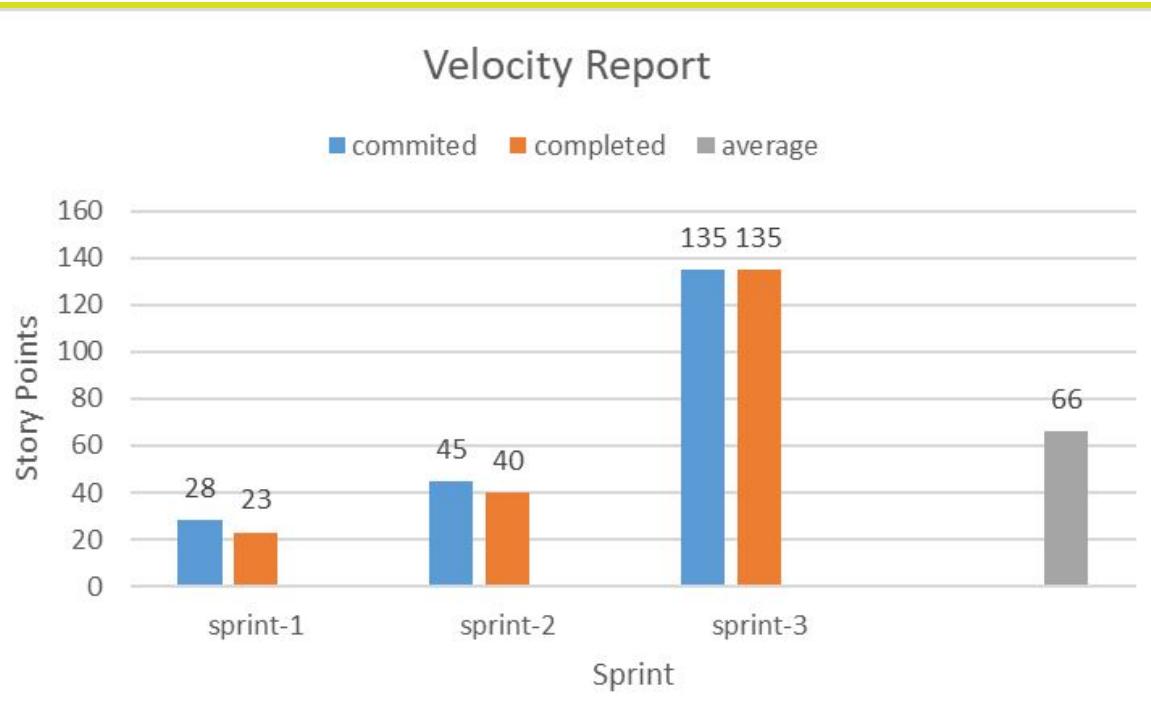
TEAM VELOCITY

In Sprint-3 we've committed to completing 135 story points out of which we were able to complete all of them.

Our story points structure consists of tasks like adding new scenario, NPC's, creating artwork and meshing all of them together to make a playable game.



VELOCITY REPORT



- The bar graph represents our team velocity throughout the sprints phases.
- The graph shows side-by-side representation of completed and committed story points for each sprint
- An average column is included which represents the number of story points we can complete per sprint on average.
- We can see that sprint-3 has many story points to cover and they are all crucial for the gameplay. Hence the weightage of story points is skewed.

BURNDOWN CHART

The Burndown Chart for Sprint-3 is made from end of sprint-2 presentation i.e, Mar 21 till 28 days since then.

The burndown chart represents how we are keeping up with story points completion.

There are not many hiccups during the sprint as there is not much deviation from the expected line.



Completed/Committed Ratio

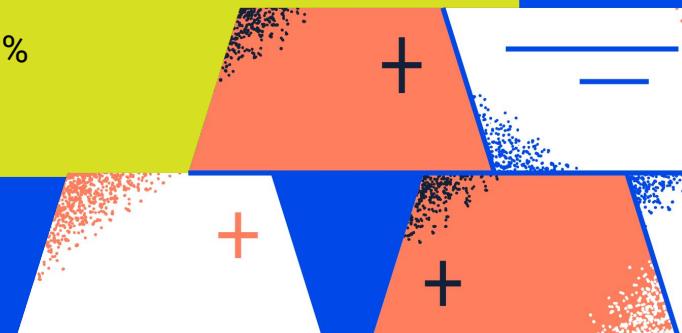
Our story points structure is as follows:

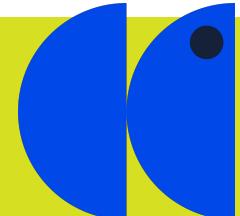
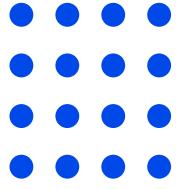
- Adding a scenario of exploding zombies : 20 story points
- Creating artwork unique to our game: 20 story points
- Creating and making puzzles functional: 15 story points
- Designing NPC's : 15 story points
- Creating an immersive map: 10 story points
- Adding SFX and making the project demo playable: 20 story points
- Presentation : 35 story points

Committed story points = 135

Completed story points = 135

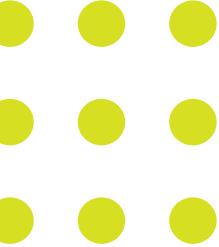
Completed/Committed ratio = 100%





RETROSPE CTIVE

05

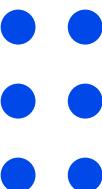


What went well

- The team worked well together.
- Prior to the start of the project, our project manager undertook effective planning, which helped to break the project down into manageable tasks and set realistic timelines.
- We worked hard to maintain good internal communication throughout the project, which helped to ensure that everyone was on the same page and that any issues were resolved quickly.
- We had a lot of work to do in a very short period of time, but we were able to do it in an organized manner. One thing we did well was prioritize brainstorming sessions to come up with user stories.

What held us back

- Sometimes we didn't all have the same opinion, which caused delays and confusion.
- Team members lacked a background in art design, which made decisions on game art challenging.
- The project involved the use of new technologies and tools, which created technical difficulties for some team members.
- There were problems with the feedback workflow between teams, and had to wait a long time to review some parts of the game code.



What we will improve

- We could also contribute to the art portion of the game and continue to optimize the game by using art tools, etc., in conjunction with the AI.
- In the future game development process, we can also continuously improve the game's storyline to increase the game's plot and playability.
- To improve user engagement, we can upload the game to social platforms as well as various gaming platforms to find out the opinions and feedback from the players.
- We can also use survey analytics tools to track user behavior and identify areas for improvement.



The GitHub logo is centered against a dynamic background of overlapping circles in blue, yellow, and orange. The logo consists of the word "GITHUB" in a bold, white, sans-serif font. A horizontal white line extends from the bottom of the letter "I" to the right, ending under the letter "H".

GITHUB



PROJECTS

DEMO



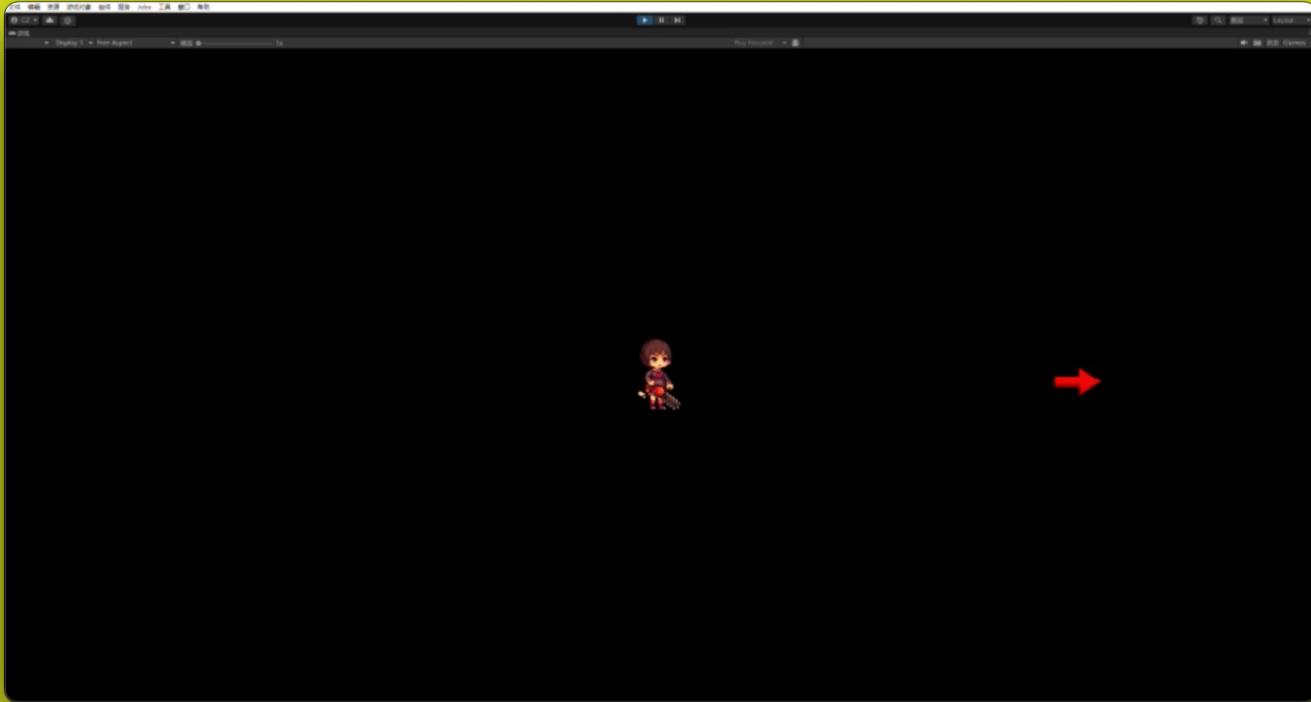
06

PROJECT DEMO



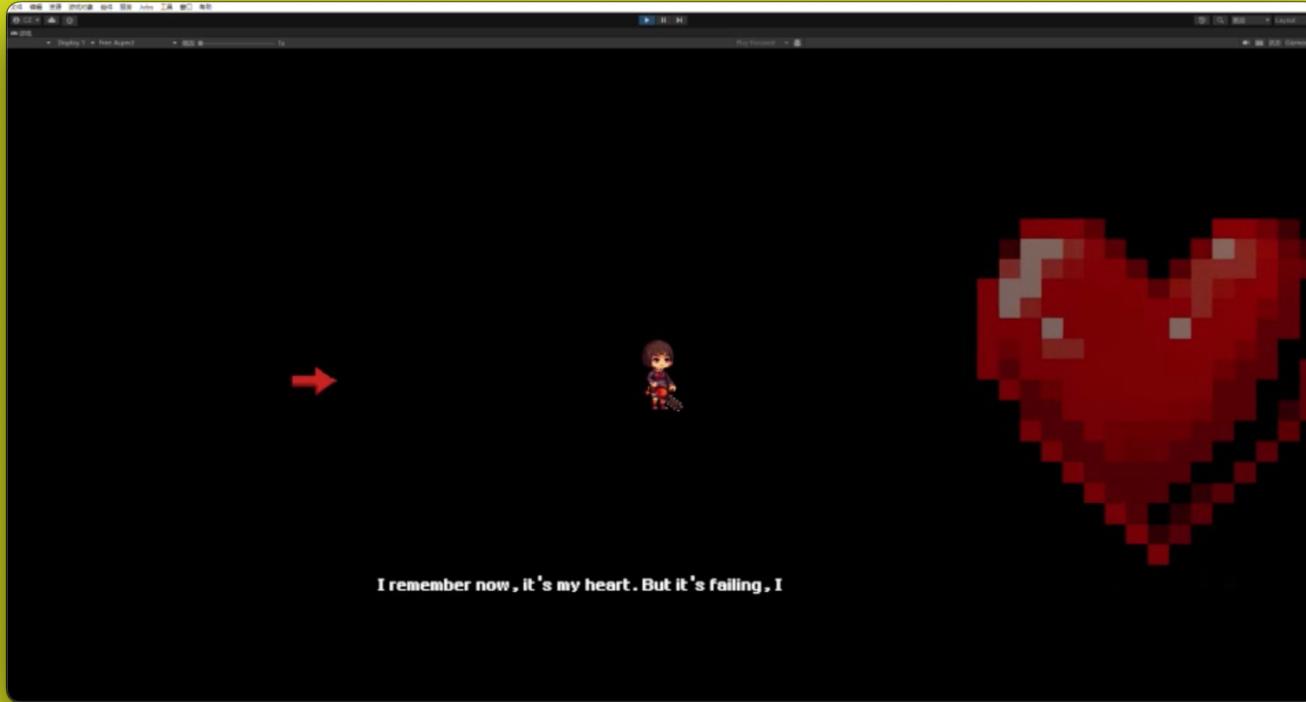
START PAGE

PROJECT DEMO



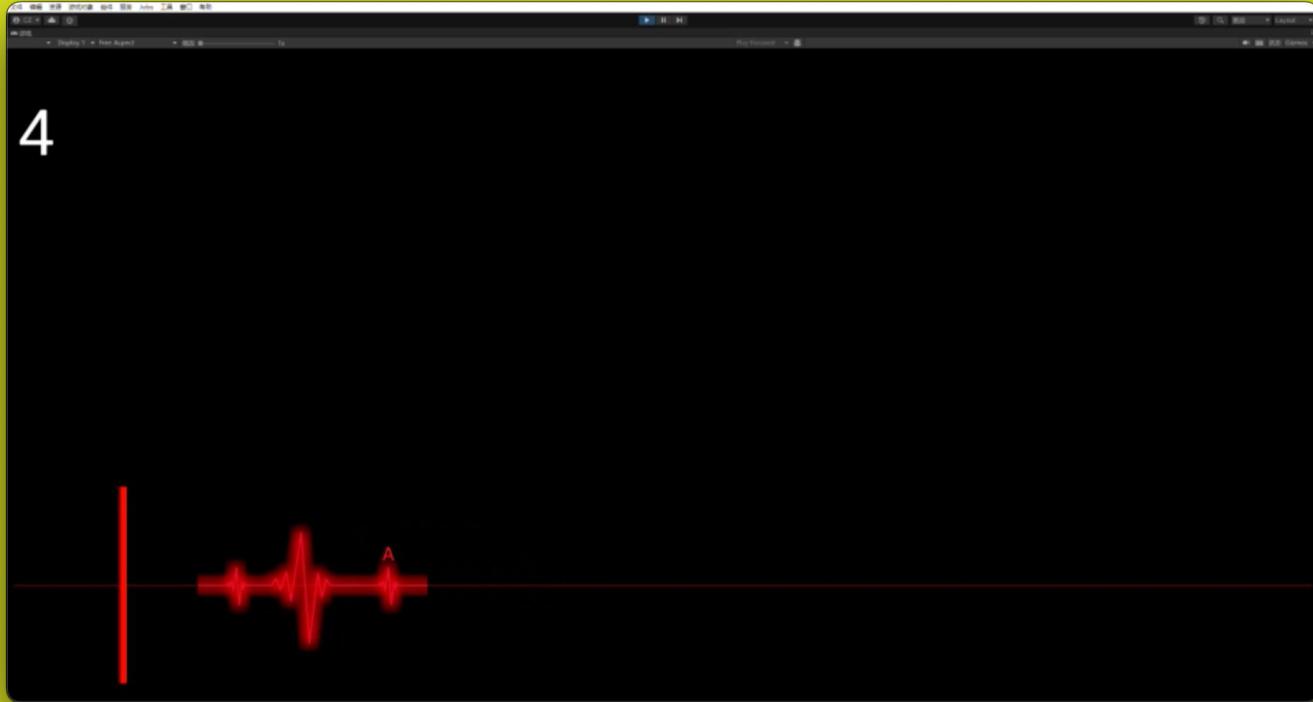
MOVING TUTORIAL

PROJECT DEMO



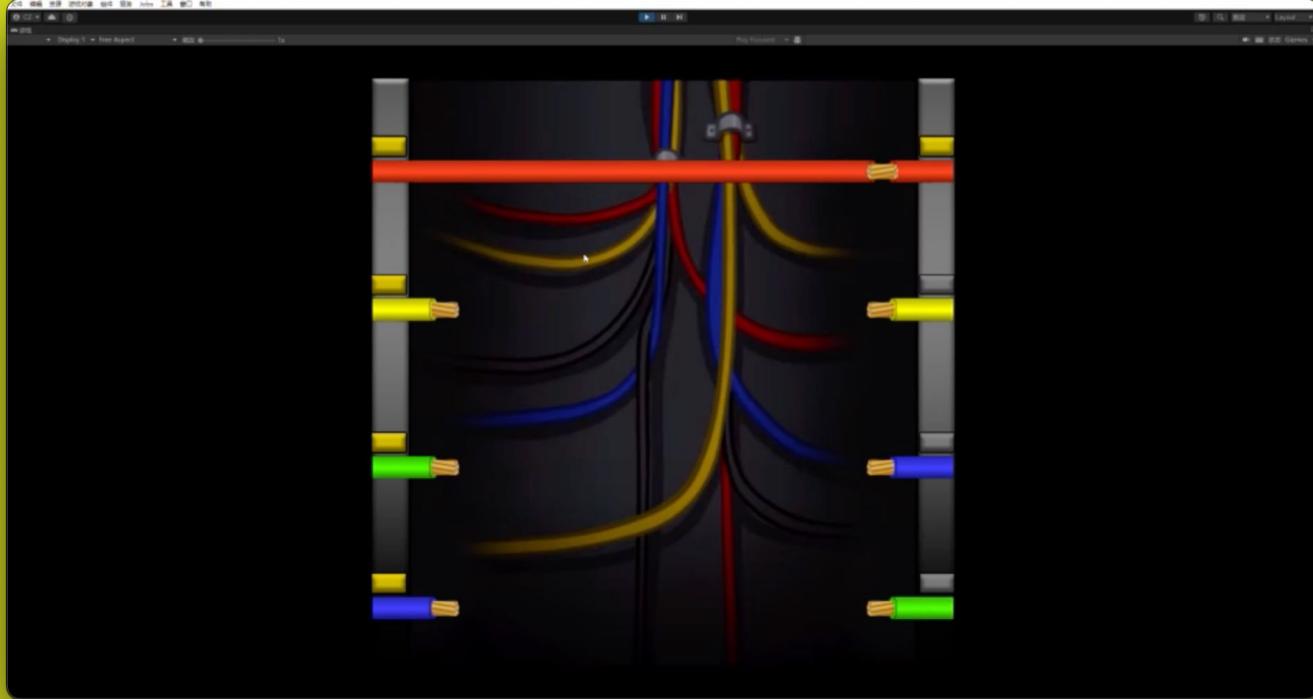
PUZZLE INTRODUCTION

PROJECT DEMO



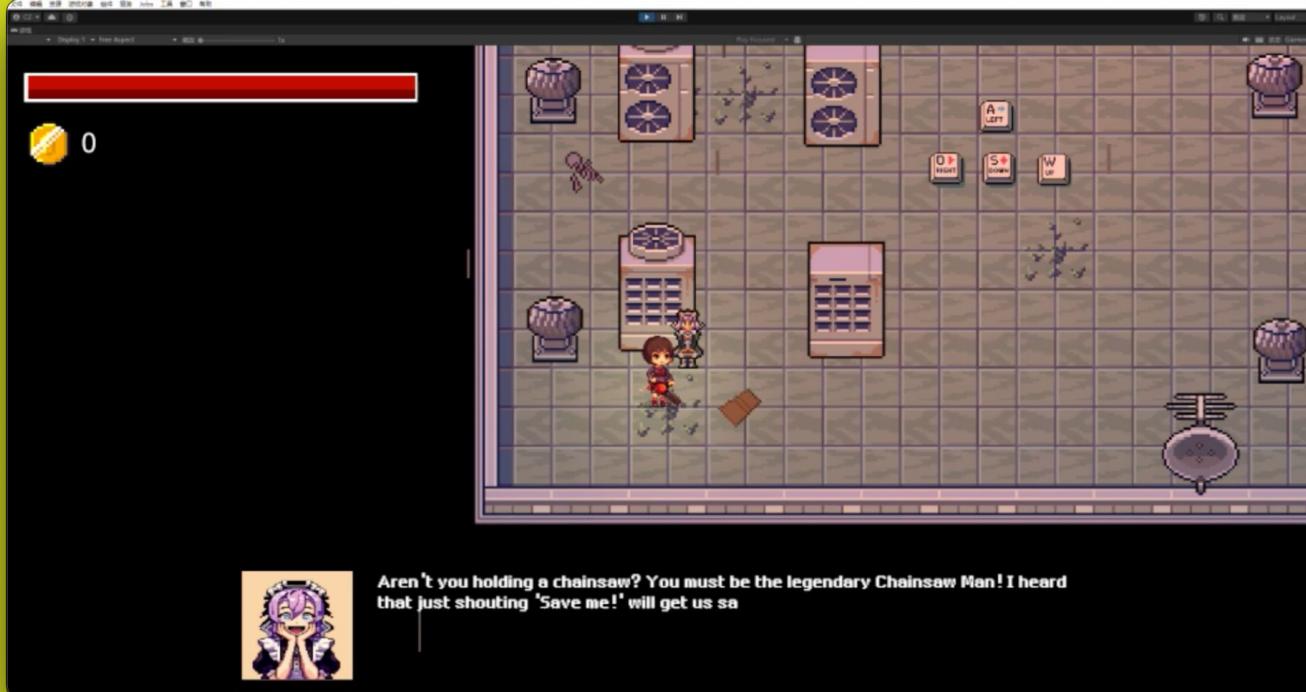
HEART BEAT PUZZLE

PROJECT DEMO



CONNECTING WIRES PUZZLE

PROJECT DEMO



NPC INTERACTION

PROJECT DEMO



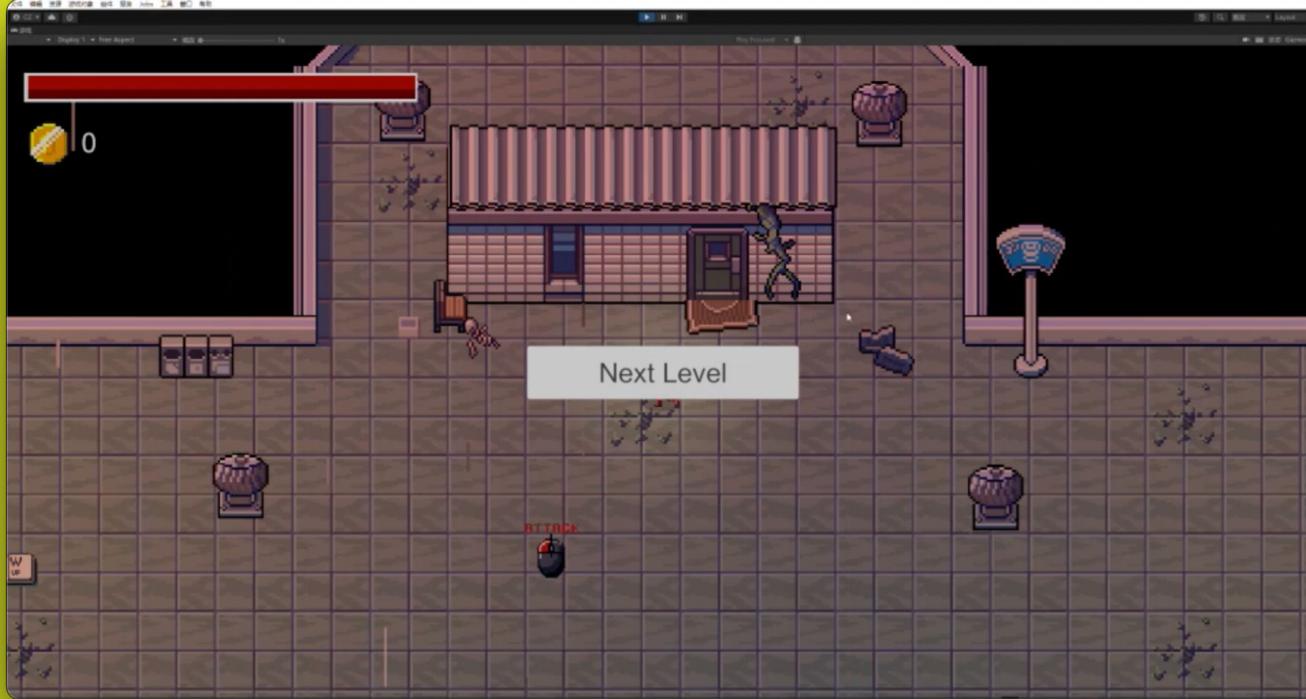
ATTACK OBSTACLE TUTORIAL

PROJECT DEMO



ATTACK ZOMBIE TUTORIAL

PROJECT DEMO



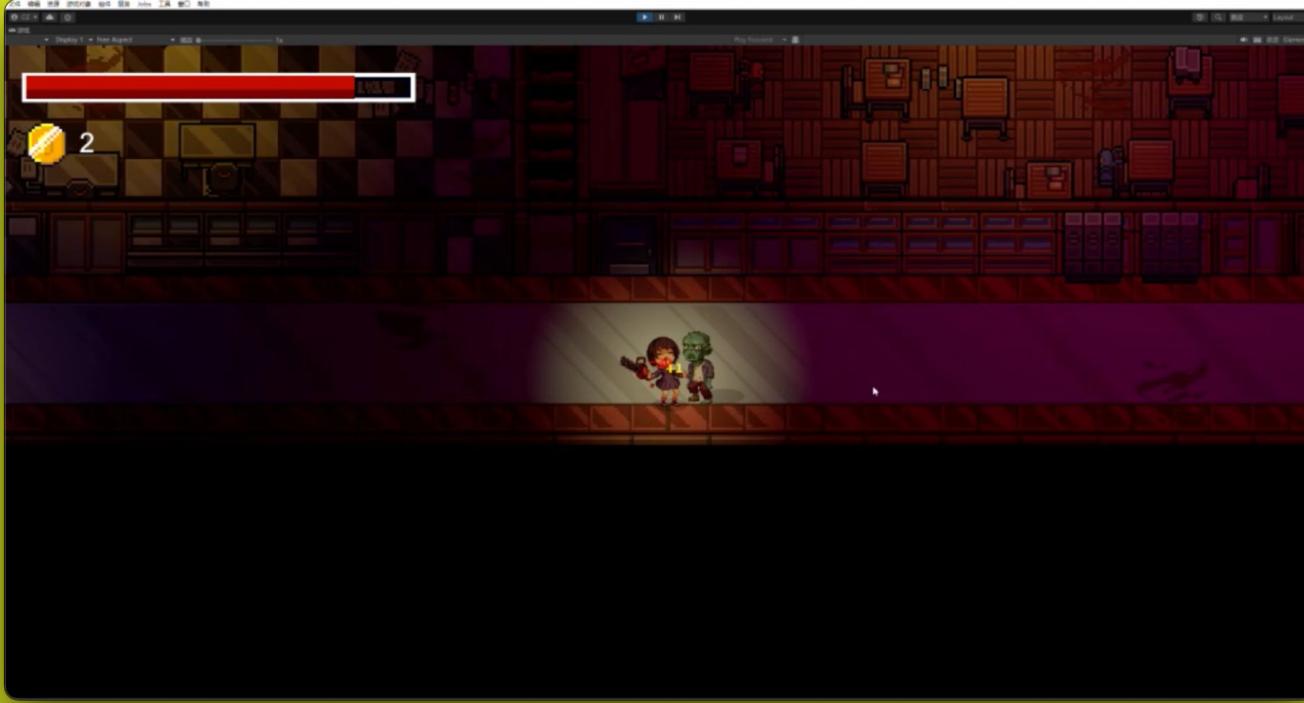
LEVELING PAGE

PROJECT DEMO



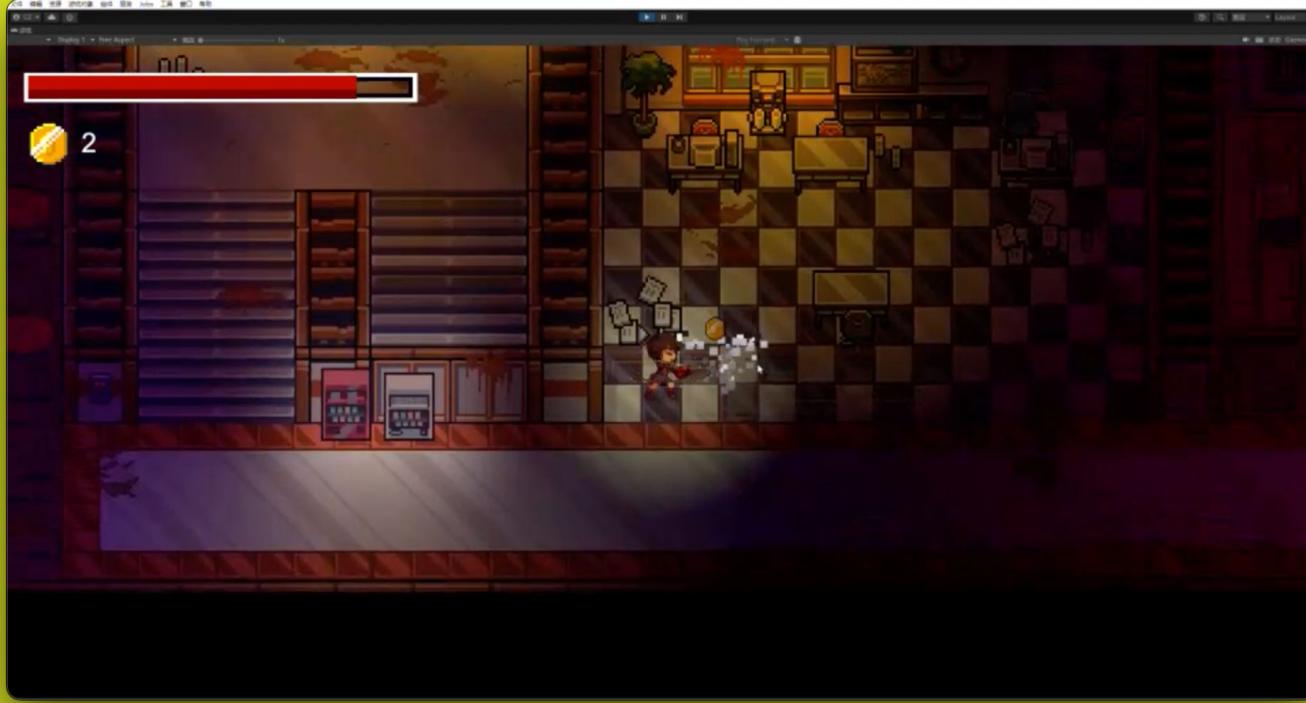
ATTACK ZOMBIES AT ONCE HIT

PROJECT DEMO



COLLECTING COINS FROM KILLING ZOMBIES

PROJECT DEMO



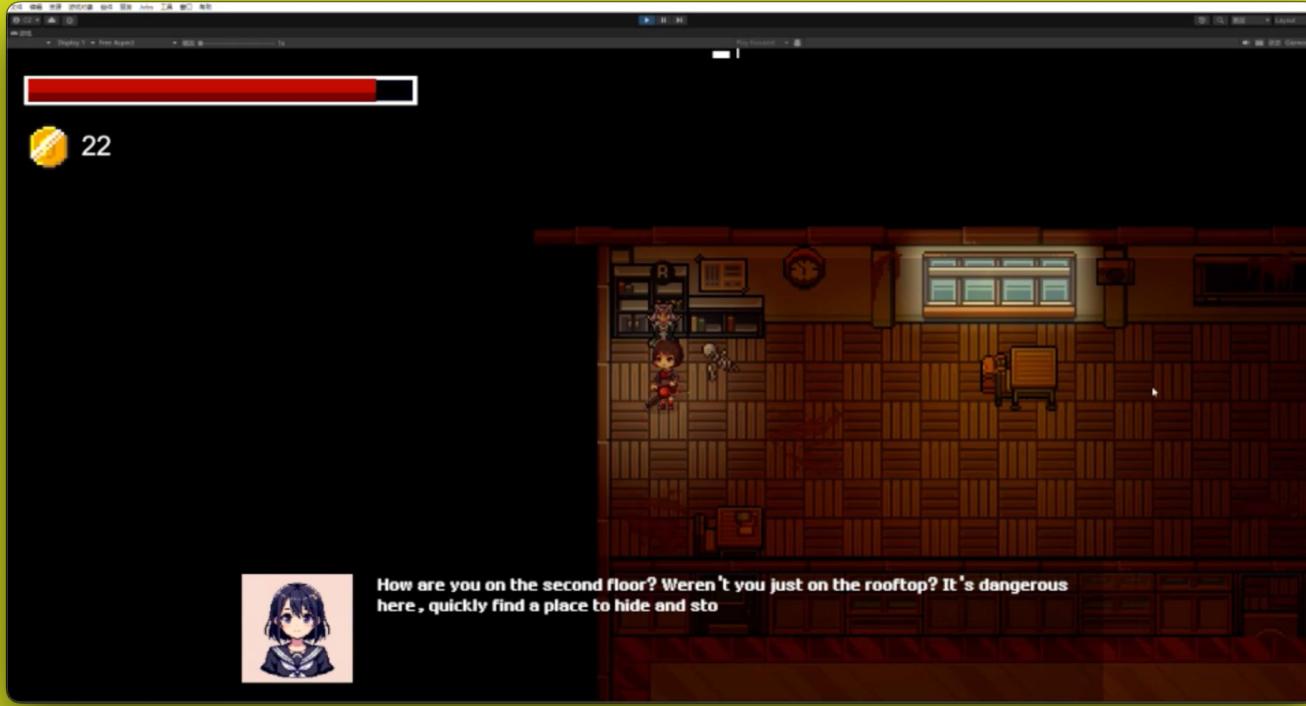
COLLECTING COIN FROM DESTROY OBSTACLE

PROJECT DEMO



CUT SCENE

PROJECT DEMO



RESCUE SURVIVORS(NPC)

PROJECT DEMO



THANK YOU!
THANK YOU!
THANK YOU!
THANK YOU!
THANK YOU!

THANK YOU!