Zombie Dash Game Scenario Two

Group 1 - Tim Jang, Michal Fitrzyk, Tim Villaraza, Brian Yu

Scenario

This scenario is an extension of the first scenario, where everything the user was able to do before will be able to be done in the same fashion. This includes the player movement, the created maps, the player shooting mechanics, and the user interface for all of the menus.

The zombies will move around the map by placing a specialized pathfinder where it calculates/finds the position of the zombie's current location and the player's current location. Once it has found the zombie will move to the player in order to attack it. The path finder will also make it so that the zombie cannot go through the objects/obstacles by not only adding collision to the zombie, but will also not have the path finder placed in the obstacles/buildings. This will make it so that the zombies will have to go around in order to get the player or they move/interact with the objects. And then add code to make sure the zombies look in the direction they are going so that they aren't always looking at the player or looking in one direction the entire time.

There will also be more maps/levels added to the game. This is done by having a random generator that chooses a map that the player will spawn in. The generator activates anytime the player either starts the game or moves onto the next map after reaching the teleporter. Every map will have its own maze-like setting for the player to navigate through so that they can play it in different ways. The zombies will spawn in different locations depending on the map to keep the player on edge.

When a player presses the fire button, bullets will come out of the player's gun. The bullets will be able to collide with the environment and other enemies and despawn. Entities that can be destroyed by bullets all have a health bar and thus a maximum amount of damage they can sustain before despawning. When an enemy is destroyed, they have a random chance of dropping power ups that will aid the player in the exploration and progression.

When an entity takes damage, there will be a visual indication of damage in the form of a flashing or blinking of the enemy sprite, and depending on the weapon, a kind of knockback can be dealt to the enemy. As of our current game design plans, there is no plan to reveal to the player how much health an enemy has, only that they have taken damage in the form of a flashing or blinking described earlier.

For this scenario, we will also be working on the visual and auditory aspects of the game. The player will have sprite animations for the player model. The player's animations will allow the player to have a walking, sprinting, and dashing animation for movement, along with shooting

animations. These animations will be attached properly to all of the movement and character control actions that the player can do. Zombies will also have animations for their character movements, including walking and attacking. The game will also have both in-game music and main menu music that will be able to be fixed in the menu off the game. There will also be sound effects for the weapons that are used such as the gun, with some sound effects for all of these actions.