

# Zombie Dash Game Scenario Three

**Group 1 - Tim Jang, Michal Fitzyk, Tim Villaraza, Brian Yu**

## Scenario

In this final scenario, the player experience regarding the final version of the game will be described. We will discuss the addition of new guns, a new level, a reload system, and other various quality of life improvements.

The main gameplay loop begins after the player selects play in the main menu. The player will spawn in a random level and explore the map with the main objective of looking for a randomly spawned exit location. The player's progress is hindered by the hordes of zombies coming in from all directions constantly, so any time to stay still is a rarity. The player's secondary object when exploring the level is looking for a single new gun that is spawned on the map. It is unknown to the player which weapon they are looking for or the location. Regardless of whether or not the player has found the exit, it is up to the player to determine the risk of sticking around the level longer to look for said weapon. When the player eventually finds the exit and decides to take it, they are loaded into a new level with their new found guns.

We will create a level system within the game, allowing players to progress within the game by completing objectives. This can include killing all of the zombies that are in the current scene or traveling to a specific location. We can add additional user interface elements including an enemy counter to display the number of zombies that are in the current level. We can also add a map to show where the player needs to go, showing an arrow or a mark where the player needs to head to. We can also add other features such as a timer to enhance the game by either making enemies stronger as the game progresses or limiting the player to add more enticing gameplay.

Various quality of life improvements will be added to the game as well. For example, the player currently does not have any visual indication of sprinting besides the environment that the player is able to see being moved suddenly. Adding particle effects or animations to the player will provide visual feedback to the player that their action has been registered and the result will be immediately more noticeable. Another improvement will take the form of player damage. Right now, a player can lose all their health immediately, especially when surrounded. Although we want this game to be fairly difficult, it can be quite frustrating to instantly lose your progress without even registering what has happened. To fix this, an implementation of a very short invulnerability period will improve the player experience.

Included in this updated version of the game are graphical updates. In the previous version of the game, there existed many placeholder assets such as the player sprite, exit sprite, and tile map inconsistencies, and more. Starting with the placeholder player sprite, right now, the player sprite has a top down view, however, the map and the zombie sprites take a top-down oblique

perspective. The map and the zombies take axonometric projection, so the player sprite perspective wise looks out of place. The first level demonstrated in the previous version still has some inconsistent layering issues, so those would be fixed as well.