

Brain Power
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Game Description

In Zombie Fighter, play as a bloodthirsty zombie who hunts down his prey in a haunted forest! Be careful when attacking humans, they can fight back, and some even carry weapons. If you get them to low enough health you can eat them and regain some lost health. If you lost sight of a human, follow their tracks to their destination to continue the hunt.

User Manual

User Controls

Keybind	Action
W	Move forward
A	Turn left
D	Turn Right
Left Mouse Button	Claw Attack
Right Mouse Button	Glory Kill

Glory Kills



Enemies will glow red, indicating that they are low enough to be glory killed. Right click to bite into them to perform the glory kill, and regain some health.

Tracking



Enemies will leave footprints wherever they go. Follow these tracks if you cannot see any enemies near by.

Enemy AI



The enemy AI has 3 different states: Flee, Attack, and Hide. When an enemy is spawned they go into hide mode, meaning that they will run to the nearest hiding location (usually a tree), and cower to hide from the player. When the enemy sees a player they randomly decide to either flee from the player or to fight the player (Fight or Flight); however whenever the enemy is attacked the enemy re-rolls this decision to determine if they still would like to fight, or to run for their life!

Design Experiences

Design Choices

One major design choice was to keep the user controls simple. We wanted to have the player to mostly be able to play with just a mouse and only movement with the keyboard. To do this we have all attacks performed on the left mouse button, with glory kills on just the right mouse button. This would make this game easy to pick up for new players. Another design choice was to keep the user's viewpoint limited. This was done by adding fog, not only does this decrease the visibility for the player, but it adds more of a horror aspect to the game. Also, a film grain effect was added to add to the retro-style horror theme that this game was mimicking. Enemy footprints was added so that the player can easily find where enemies are hiding on the large map. We didn't want everything in the game to be confined to close quarters, but it became hard to find enemies. So the solution was to leave footprints behind, so you can find the remaining enemies easily.

Deficiencies

Besides what will be mentioned in the Future Changes section, we find that the biggest deficiency was the lack of other levels in the game. Currently there only is one large map. We spent most of our time adding to this map and adding gameplay aspects that we ran out of time making more maps for the game to run on.

Future Changes

One major future change would be to add the uncompleted mutation package. This would give the player different types of abilities while they kill more enemies. Each mutation would be chosen randomly and would not majorly change game controls. The three would be: a Pull attack (grabs an enemy from a distance and drags them in close), Poison claws (your main attack now poisons the enemy so you can run away), and a Leap attack (Jump a far distance in the forward direction). After this change, additional levels would also be nice to incorporate, and also projectile weapons.