

Project Proposal: Zombie Shooter Game

EECS 393 - Software Engineering

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- 1. Introduction:** For this project, we want to develop a program which engages various levels of complexity, but is also fun and allows for creative freedom. For this reason, we have decided to create a zombie shooter game. This project will entail the graphic designing of players, zombies, objects, and setting; an ability to interact with and store items; and a free-for-all scoring system which becomes increasingly more difficult as players level-up. The game will run on Windows PC.
- 2. Objectives:** “How can we” create a functional and entertaining zombie shooter game.
- 3. Target Customers** include gamers, students, people of all ages looking to entertain themselves.
- 4. Our Ideas About Application Features and Description:**
 - a. You are placed down on a college campus map (Case Western Reserve University!) with buildings and scattered objects.
 - b. You view yourself from a bird's eye view in a retro style (8bit).
 - c. Your character can have different skins.
 - d. Some movable objects exist and your character can push them.
 - e. Zombies spawn all around you on the map, except for a small radius around the character at the beginning of a wave (level).
 - f. Zombies spawn at the start of every wave.
 - g. “Spawn boxes” spawn a bunch of zombies when triggered.
 - h. The game becomes more challenging as the levels increase. For example, zombies have more health and are more difficult to kill, move faster, and become more numerous as the game continues.
 - i. There are infinitely many waves as long as you stay alive.
 - j. The goal of the game is to survive for as long as possible.
 - k. You get xp for killing zombies, and levels are based off of your xp.
 - l. You can find weapons around the map which are generated over time.
 - m. If you have higher levels, you can unlock better weapons.
 - n. Newer weapons are always more powerful than their older counterparts, but can still have their own disadvantages.