Raven Zombie DefenderZ User Manual

Your Mission:

Defend the Raven Stronghold against attacking zombies to save Carleton University and obtain the longest survival time possible.

Your Ammo:

Use your barricades and ammunition to stop the waves of zombies from reaching you.

Your Shop:

Purchase upgrades with the money you get from killing the zombies.

The Zombies:

Stop the zombies from reaching the back of your strong hold.

If 5 zombies reach the strong hold you will be returned to the home screen.

Zombies have varying health, displayed above of the model.

Walkthrough

Start out by clearing the zombies. As the waves of enemies die, you accumulate money. Spend the money on upgrades within the shop. Upgrades will help you clear zombies easier and increase your survival time.

The Idea Behind the Game

The idea behind Raven Zombie DefenderZ was to have a single player game where the protagonist is a raven defending its stronghold against zombies and a variety of other creatures. The location the raven must defend is Carleton University in present day. As the waves of zombies attack, the player must use barricades and ammunition to stop them from reaching the raven. If the player is unsuccessful and the zombies reach the raven, the player loses a life (one of five).

As you progress through the game, successfully defeating these hordes of monsters, you gain a money for barricades, ammunition and an assortment of power-ups. These transactions will help against the increasing amount of zombies as well as the increasing difficulty of the levels. A scoreboard was implemented that displays the player's survival time, motivating players to hone their skills within the game.

Game Elements

- Recoil design

- Art

- The act of aiming and shooting

- Designed the art around the zombies moving in a linear direction

- Element of time management

Fun

- Competition: The player is not only fighting the zombies but competing against other players for the highest survival time.

- Vertigo: The feeling of recoil when the player shoots the gun (physical vertigo).

- Moral Vertigo: Survival against the zombies.

- Art: The art style is cartoony and fun to look at.

- Zombies: The constant flow of zombies is a maintained forum of fun.

- Aiming and Shooting: The recoil implemented into each shot adds a balance and forum of skill to accompany the fun.

Story

The basic story of this game is that the Raven is defending his strong hold, Carleton University against attacking zombies. The rest of the story is left up to the imagination of the player

Elements

- 2D Game

- Initialization: Every time you run the game you start from level one with all settings set reset back to their original format.

- Update Cycle: Every time the player shoots their gun it outputs the mouse to an alternate location, simulating recoil.

- Wrap-Up: when the player loses their 5 lives the home screen will be displayed. Under the scoreboard section your survival times will be displayed.

- Sprites: Used zombie sprites on a linear path, as well as a static pose.

- Events: Night levels have different themes, adding a game play effect (event).

- https://culearn.carleton.ca/moodle/pluginfile.php/1160489/mod_resource/content/1/game-elements-2015.pdf

- Kleenex Test: No game breaking bugs were pronounced through Kleenex testing. Players found the functionality of the game very intuitive and responsive. Some comments reflected poorly on the pacing of the zombies.

Game Map Designs
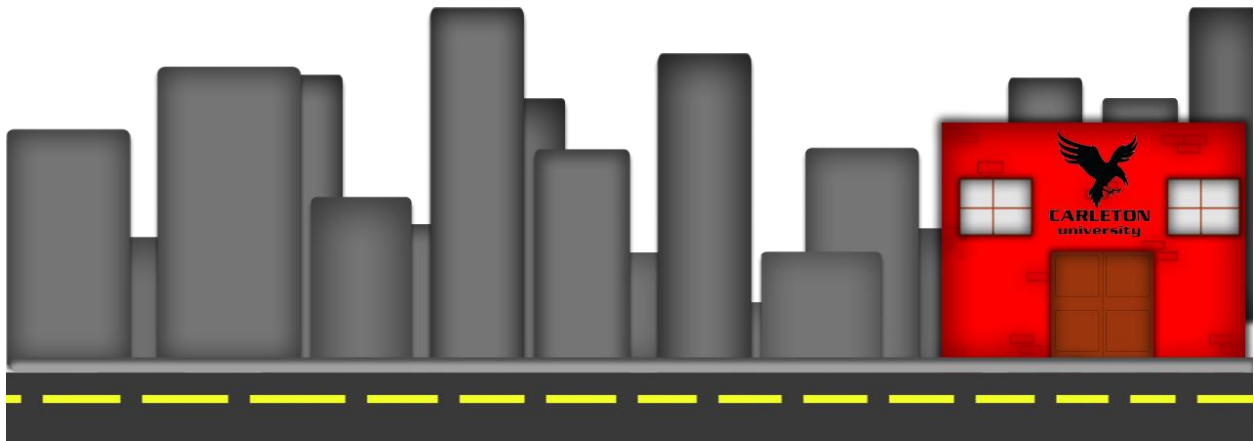
Efforts Undertaken to Ensure Game Balance

We created an xml file that made level balancing efficient and reasonable. With this file we could change the zombies' spawn rate, health, number of zombies, and movement speed unique to each level.

```
theme="1" numZombies="5" spawZTime="60" :
 theme="2" numZombies="8" spawZTime="40"
heme="1" numZombies="10" spawZTime="35" :
```

Reflection

Our team worked very well together, and we accomplished most everything as a group Now and then our time was not spent in the most efficient ways or on the most important parts of the game. In the end we had a solid working game. Everyone worked really well on their individual milestones, but some details got overlooked and attention was lost in the variety of our code. Our main intention was to create a good looking, functional game. We feel that this goal has been accomplished.