Date: 18th August 2014

Game Title:

Members: Shum Weng Sang (M) 132067D

Tan Wei Jie (M) 133060P

Leong Wan Wen (F) 131227S

Andy Tay Ming Yew (M) 122257R

Team Number: 7

**Game Proposal**

DM2294 Game Prototype Project

# Game

## Game Idea

A 2D top down scrolling game, to raise awareness of anti-gambling. The player must defeat zombies (which are gambling addictions) in order to get rid of their gambling habit. However, there will be temptations along the way where players have to decide if they want to gamble or not. If they do decide to gamble, there will be consequences. The player will start with a certain amount of money, and if the gamblers reach him, they will rob him of his money. When his money becomes 0, the player would lose. If the player gets rid of the gamblers, he will gain some money.

## Storyline

Henry, a gambling addict often has nightmares. Today, he’ll experience a nightmare so drastic that it could change his life forever. He dreamt of zombies attacking him due to the fact that he gambles and the zombies feed him with addiction. However, he felt sick when the zombies fed him with addiction, so he decided to kill them. He felt more powerful as he get rid of his addiction. But it came to a point where he has to decide to gamble again. Henry, couldn’t help but to gamble, and there came the consequences. The zombies attacked his family instead and all Henry could do was to stop his gambling addiction.

**Game Features:**  
-- 2D Shooter  
-- Randomised position zombies.  
--Load obstacles from file  
--Three different types of zombies  
--Zombie AI.  
--Death by player would result in a ‘player’ zombie.  
--Risking points gameplay  
-- Three different guns  
--Three different items  
--Four levels  
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## Features

Shum Weng Sang (M) 132067D: -MVC Based Class

-Entity Class

-Map Class

-Collision Class

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Tan Wei Jie (M) 133060P: -AI Class (Normal,

(Fast, slow zombie)

-Gun Class

-Obstacle Class

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Leong Wan Wen (F) 131227S: -Item Class (Health,

(Ammo, slowdown)

-Time Class

-Money Class

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Andy Tay Ming Yew (M) 122257R: -Sound Class

-LoadTGA class

-UI/HUD Class