Date: 18th August 2014

Game Title:

Members: Shum Weng Sang (M) 132067D

Tan Wei Jie (M) 133060P

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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.

## 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.

## 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

-Score Class

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

-LoadTGA class

-UI/HUD Class