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 world in the future is engulfed by gamblers that are going around stealing money and causing others to become gamblers. The hospitals of the time has declared gambling an illness and requires the player’s service to capture the gamblers. The game would run on WASD keys for movement, and shoot where the mouse is. This would also require the player to rotate to the mouse.

## Storyline

The player takes the role of a hired man of the hospital and is given money to take down the gamblers and cure them. By shooting them with tranquilizers, the player can knock them out and safely take them to the hospital. The player has access to three gun; the tranquilizer pistol, the tranquilizer uzi, and the tranquilizer shotgun. If the player decides to bet, which he can at the shop, the hospital will take action against him.

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

**APIs Used:**

Windows API – Calling of windows for input of keys as well as creating of the window. Gets the monitor height and length.

## Features – Who is in charge of what?

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

-Entity Class

-Player 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