**MY FEATURES**

- Gamblers (AI)

-**Things I’ve done**:

\* Render out the Gamblers.

+ The Gamblers uses gl-Quads to render out the zombie.

\* Update the Gamblers AI

+ It uses a Vector3 Hero Position and minus of Vector3 Gambler Position to find the relative position of the hero to the zombie. After that it is normalized to get it. After adding dt, the Zombie will not find the zombie.

- **Original** I**dea:** The gamblers are the main enemy of the game. They wondering aimlessly. Seen by them and you lose money, as they steal your money. By killing them, they can turn back to human, which is a way to save them. If the player dies at a certain level, their data will be store. So when the player replays the same level that it died, A Special gamblers with the player previous stat will spawn.

\*Normal Gamblers

+ Fast Gamblers: Movement speed is high, but attack is low.

+ Slow Gamblers: Movement Speed is low, but attack is high.

+ Normal Gamblers: Normal movement speed and attack.

- **Update Idea**: The gamblers will now only have two gambler type. First is a normal gambler type which just find the player and attack. Second is a special gambler. It is an exact copy of the player. The other remain the same.

\* Normal Gamblers

+ It have normal movement speed and normal attack and it will find the player and attack.

\*Special Gamblers

+ This Gambler is special as it is will be almost identical to the player. The data of the player who have just died is stored and have been render it out as a special gambler.

- Obstacles

-**Things I’ve done**:

\* Render out the Obstacle.

+ Uses gl-Quads to render the casino out.

\*Update the Obstacle.

+ (Not in Use) use a function to get the amount of gambler currently in the level. It then uses an if else statement to check if the amount of zombie is less than a specific amount, it will trigger a spawn function to spawn in back till the maximum number of gambler.

- **Original** **Idea:** The two obstacle are there as a mob spawner. They will current spawn gamblers. However the building will spawn at one zombie at a time at the cost of two gamblers being killed. The Casino will start spawning gamblers, when the amount reach a certain amount, it will start spawning gamblers to the maximum amount of gamblers.

\* Building: For Every 2 gamblers kill, one gamblers will spawn

\* Casino: If the overall gamblers count reaches a certain amount, it will start to spawn gamblers to refill the overall gamblers count to the max.

- **Updated Idea:** The Obstacle now is just only a casino and will not spawn gambler. Due to some complication and time constraint, the spawning of gambler is not possible. But with enough time it will be ok.

- Naming

- **Original** **Idea**: Give the player a name. It is also give the Special gamblers Name.

\*Naming Convention

+ allow player to enter name

+ Entered name will appear on player In-game

- **Update Idea:** -No Changes-