

## Project Changes

For our final Programming Fundamentals Project, we proposed the following game:

### 2D Zombie Survival Shooter

#### What Changed?

We have had quite a number of changes to our program, most relating to the fact that we decided the game would be more fun in bird's perspective than from the side as screen real estate would be put to a better use. Here's what changed:

#### Controls:

Instead of jumping, the user can now move up and down on the map.

#### Weapons:

We only have one single weapon the user can fully control as it doesn't make sense to implement gravity in a top-down shooter. However, we have added the nuke, which could also be considered as a weapon which makes much more sense in the new perspective.

#### Movement:

Even though the user can't jump onto objects (as this again barely makes sense on a top-down shooter), we have implemented that the user as well as the zombies have to dodge certain areas of the map that are occupied by cars or houses.