

## Final Project

### Tile based world

maze based dungeon crawler, random number of rooms

walking sprites move on tiles.

compare tile locations for collisions

~~certain numbers of kills grant access to better weapons~~

~~- also, certain types of kills (eg. kill 100 fast to obtain assault rifle)~~

lamps on each walking tile activate on character walk (2 spaces out)

monsters die on kill, but respawn on reentrance to current dungeon room

~~it make noise in certain radius of monster, make monsters always move~~

~~for a certain number of seconds~~

so many points unlock certain guns

- 3000 - shotgun

- 16000 - assault rifle

- 9000 - sniper rifle

Zombies - random amount based on number of rooms

- normal - 50 hp, 50 pts, 1 damage - 55% spawn

- fast - 50 hp, 100 pts, 2 damage - 20% spawn

- brute - 150 hp, 200 pts, 5 damage - 15% spawn

- armored - 300 hp, 500 pts, 10 damage - 10% spawn

Guns - space bar to fire, Q&E to cycle through, R to reload

- pistol - 10 damage,  $\pm 2.5\%$  spread, 10 clip, .25 delay

- shotgun - 25 damage,  $\pm 5\%$  spread, 30 clip, 3 shot, .25 delay

- assault rifle - 25 damage,  $\pm 2.5\%$  spread, 30 clip, .05 delay

- sniper rifle - 100 damage,  $\pm 0\%$  spread, 10 clip, .5 delay

### character

- 1000 hp, gun, take dmg based on zombie dmg

- WASD move, arrow keys to change direction facing

### difficulty scaling

- easy - .5\* zombie hp, 1000 pts each gun unlock

- normal - above stats

- hard - 1.5\* zombie hp, 2\* zombie dmg, 5000 pts each gun unlock

- extreme - 1 space out lighted, 3\* zombie hp, 3\* zombie dmg, 7000 pts each gun unlock