

# PROJECT DESCRIPTION

WEBGL URL: <https://vinisha231.github.io/Project5/docs6/>

Cube Apocalypse is a game where the player must avoid waves of cube-shaped zombies for 30 seconds to win.

## Controls

- W / A / S / D – Move the player
- R – Restart the game after winning or losing
- Space – Start the game from the title screen

## Player Behavior

- Starts with 100 health points.
- Loses health when colliding with zombies (25 points per hit).
- **Is invincible for a brief cooldown period after each hit.**
- Loses the game if health drops to 0 and wins if they survive for 30 seconds.

## Enemy (Zombie) Behavior

- Spawn repeatedly at a set interval (e.g., every 3 seconds) around the player.
- Use NavMeshAgent to continuously chase the player.
- Each zombie damages the player on contact, but only once every few seconds (bite cooldown).
- Zombies do not despawn on collision, allowing multiple to build up for increasing difficulty.

## User Interface

- Game starts paused on a title screen with “Press Space to Start.”
- In-game UI displays a timer and health count.
- When the player wins or loses, a message appears (“YOU WIN!!!” or “GAME OVER”) along with “Press R to Restart” at the bottom of the screen.
- Pressing R reloads the current scene.

Time to Complete: The entire project took approximately 5-7 hours.

## Most Challenging Parts

The most challenging aspect of the project was getting the gameplay flow right. Pausing the game at the title screen, making sure everything only starts when the spacebar is pressed, and managing UI activation at the correct moments. Fine-tuning the zombie bite cooldown required a lot of testing and debugging.