

Gun:

- press spacebar to shoot
- gun takes time to reload
- press key to upgrade gun
 - upgrades costs more and more
- better gun: fewer shots to kill zombie reloading takes shorter

Health

- cross line: drain health
- goes over line: lose a lot health
- 0 health: game over

Zombies:

- zombies get faster over time

Clock:

- counts time in gameplay

Maybe 2 player:

player 1 goes
player 2 goes

whoever survives the longest wins.

Planning for game:

- use pygame.
- length for making \approx 4 weeks

functions (maybe):

update()
render()
game-starts()
game-over()
zombie_spawn()

week 1:

make zombies
walk towards
player

classes:

Zombie

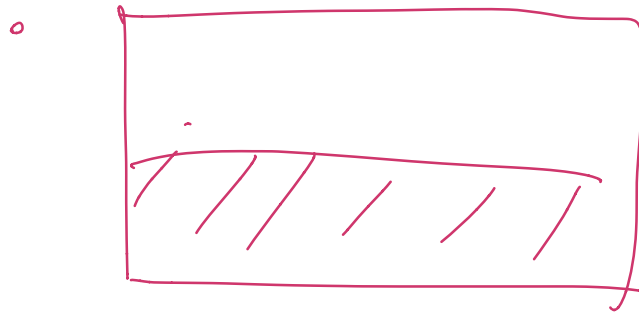
Gun

shoot()

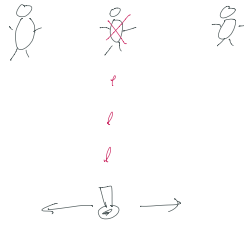
Homework:

- finish coding bat

- draw a zombie



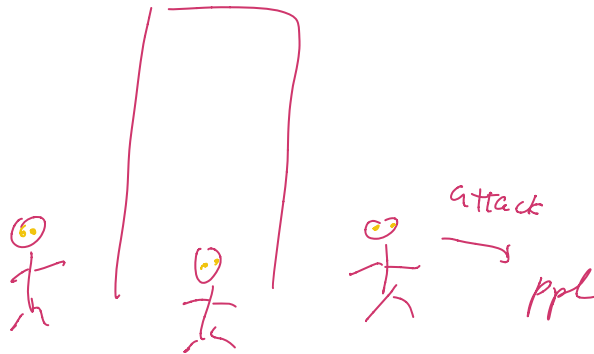
Brainstorming:



Winston's ideas:

Building:

- gang around building with gun
- teammates (?)
- different guns (maybe 1 for each)
- zombies are getting stronger
- guns get stronger
- enough points upgrade



10 lives. when they attack you, you lose health.

Zombies have 2 lives, go up 1 every few wave