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Section 4

Humans vs. Zombies

**The Project:** Humans versus Zombies is a simulation in which zombies roam around a field pursuing humans, while the humans try to evade the zombies (while both aso stay on the map and avoid obstacles and others of the same ilk). My project also includes game-like elements described later in this documentation form.

**User Responsibilities:** If the user wants to do nothing, they can simply sit back and watch. You hit D to turn on debug lines (showing where the game objects are going, as well as their front and right vectors). The colors are purple/red for the evading/pursuing position respectively, black for the currently targeted human/zombie, blue for the forward vector and green for the right vector. You can also hit C to change the camera angle, Z to spawn more zombies, H to spawn a hunter, or S to spawn a human.

**Above and Beyond:** This project was not originally a game, however my above and beyond makes it one. In addition to start and end screens (both for victory and defeat), you now have points allocated to you. You start with 100, and then gain 1 per second. You can gain 25 points by spawning an additional zombie, spawn an additional human by spending 10, and by spending 75 can spawn a hunter that will immediately run at the closest zombie and sacrifice itself to kill it. Killing a zombie grants you 25 points, and a zombie killing a human will grant you a pity bonus of 10. There is a box that shows you how many zombies and humans there are. If you kill all the zombies, you win!

**Issues:** Overall it works, I have noticed a couple of fringe times where a force may be ignored or be off, however I think that is just within the realm of small situations where forces line up in a specific problematic way.

**Requirements not Completed:** None.

**Sources:**

**Hunters:** <https://assetstore.unity.com/packages/3d/characters/humanoids/elf-archer-pack-125158>

**Skybox:**

<https://assetstore.unity.com/packages/2d/textures-materials/sky/spaceskies-free-80503>

**Stone Fence:**

<https://assetstore.unity.com/packages/3d/props/exterior/stone-fence-2437>

**Forest:**

<https://assetstore.unity.com/packages/3d/environments/stylized-forest-environment-lite-119384>

**Humans:**

<https://assetstore.unity.com/packages/3d/characters/humanoids/character-pack-free-sample-79870>

**Zombies:**

<https://assetstore.unity.com/packages/3d/characters/humanoids/character-pack-zombie-sample-131604>

**Extra:**

I used my 2 day extension on this project, to complete some last minute debugging.