Team Vladimir Nabokov

Project “Chaos game”

Team members:

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Project explanation:

We’ve created a survival RPG shooter

1. General gameplay
2. Game options and controls
3. Known issues
4. Further development

General gameplay:

Game field consists of the player’s chosen character, environment and zombies. The player must survive as long as possible while killing zombies. Foes will try to kill the player. Players can choose between two classes: mage and archer. Both classes have primary and secondary attack. The archer shoots arrows as a primary attack, while the mage is using spells. Both classes have the same secondary attack which is a spell, and it is more powerful than their primary attacks.

Game options and controls:

The game starts after player choses the class he wants to play by pressing one(“1”) or two(“2”) on the keyboard. Then the player moves by using the “WASD” keys. The primary attack is realized with the left mouse button, while the secondary attack is realized with the “C” button.

Known issues:

* Zombies get stuck at the walls.
* Zombies spawn in rather small selection of the map instead all over it.

Further development:

* More levels
* Harder zombies
* Player and zombie health
* Player mana
* Items, health and mana potions

URL of the project’s Git repository: <https://github.com/lsnickolov/ChaosRPG/tree/master/ShooterRPG>