Zombie Shooter

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Overview:

The game will be a 2D zombie shooter side-scrolling game that will involve having multiple objects the player can interact with. The objective of the game will be to fight against the zombie horde while maintaining the health bar above 0, including keeping track of ammunition so the horde doesn’t overrun you. The human player will be going through challenging levels where the horde becomes larger with each level they progress. All eventually leading up to the final level where they challenge the Zombie Boss to complete the entire game. If the hero dies then there will be a death screen.

Controls:

The keyboard will be used to interact with the game in the beginning. Would like to use a USB controller if time allows.
Requirements:

- 2D scrolling background
- Zombie spawning
- Hit-collision
- Physics and collision for shooting zombies
- Health System for player
- Score Counter
- Object Interaction
  - Zombies
  - Health Packs
  - Ammo Packs
  - Boss

Attempting to implement:

- Multiple zombie types
- Multiple weapon types
- Level difficulty
- Level saving