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Project_Zombie



Frameworks: asteroids, ggfonts, walk

Proposal:

A top-down 2D-pixel rpg,

Our protagonist will traverse a research lab in search of a cure for the zombie outbreak, fighting and hiding from infected researchers, once the cure is obtained our protagonist will make their way to the nearby hospital and cure the infected.

Features:

- Fully fleshed lab and hospital maps
- Player has to hide from zombies, if zombie notices player movement they will investigate and a green '?' will appear above their head, if the player cannot hide or fight in the amount of time the '?' changes to red a '!' will replace it and the zombie will attack with more power
- interactive objects, the player can hide behind different objects if zombies are searching for them, if they hide well enough the zombie will lose interest and continue moving.
- Player health bar
- discoverable items, health items that regenerate the player's health bar, 'weapons' that will temporarily stun/permanently kill zombies in a level.
- Save game state

Control Scheme:

W, A, S, D

Space - use item

Mouse - player orientation/look

Mouse Click - interact with objects

Requirements:

- Code in c++
- OpenGL Graphics
- Health Bar
- Save state
- Title Screen
- Input - mouse and keyboard only
- Collision Detection
- Sprites for player and enemy
- Designed Maps

Stretch Goals /s:

-Battle pass

-Microtransactions