OVERVIEW

• This project is to develop a game called “zombies hunter”.
• Single player game.
• The player should hunt as much zombies as possible within a predefined time period in the city.
• The single player controls one avatar (main view/camera).
• The game is two levels.
GOALS AND OBJECTIVES

• The player uses a weapon to hit the Zombies.
• the player can use measurement tool to estimate the distance.
• If the player enters to zombie’s area:
  • go back to the original location in level 1, or
  • die in level 2.
• the player will proceed to the next level, (Level 2), when getting a certain score.
GAME RULES

• The player uses a weapon to hit the Zombies.
• The player must avoid shooting normal people.
• **Three scores** for hunt zombie’s head, **Two scores** for hunt zombie’s chest, **One score** for hunt zombie’s body and **loos one** for hunt a people.

<table>
<thead>
<tr>
<th>Level One</th>
<th>Level Two</th>
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</thead>
<tbody>
<tr>
<td>45 second, start with zero score.</td>
<td>45 second, start with level one score.</td>
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<tr>
<td>The player should find Zombies.</td>
<td>The Zombies walk toward the player (Main View).</td>
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<tr>
<td>If the player enters to zombie area, the player will go back to the original location.</td>
<td>If the zombie touches the player, the game will end.</td>
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<tr>
<td>If the player gets low score, less than 5, the player will not move to next level.</td>
<td>If the time end and the player still alive, the player win.</td>
</tr>
<tr>
<td>If the player gets high score, greater than 5, the player will move to next level.</td>
<td></td>
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</table>
ENVIRONMENT AND FUNCTIONS

- Two types of the environment
  - Day time → The Zombies hid inside the building.
  - Night time → The Zombies walk outside the building.
- Use keys [ASDW] to move, and the Mouse to change directions.
- Left button : Shooting the Zombie by the gun.
- Right button : Measuring distance with laser.
- v key : Evacuate the area from the normal avatars.
- k key : Show/Hide map window.
- m key : Show zombie sensors.
- j key: Show/Hide range’s sensor around zombie area in level 1.
- b key: Show/Hide sensor around zombie body in level 2.
- h key : Show/hide this help menu.
The player can choose between day or night time

Welcome message and game rules
Day time option

Night time option
Help Menu

PLAYER CONTROLS
Arrow keys: change the camera moving and turning speed
UP arrow - Increase speed
DOWN arrow - Decrease speed
Keyboard: Moving
w key: Move forward
s key: Move backward
a key: Move to the left
d key: Move to the right
Mouse: Change directions and shooting
Left button: Shooting the zombie
Right button: Measuring tape with laser ray

ENVIRONMENT CONTROL
v key: Evacuate the area from the normal avatars
k key: Show/Hide map window
m key: Show/Hide zombies HEAD sensors
n key: Show/Hide zombies BODY sensors
j key: Show/Hide range sensor around zombie in level 1
b key: Show/Hide sensor around zombie body in level 2
h key: Show/Hide this help menu
Winning in level 1

Losing in level 1
Winning in level 2

Losing in level 2
THANK YOU!