

# Zombie Escape Release Doc

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## Overview

This is the final release documentation for Zombie Escape. Behavioral differences between the original spec and the game are highlighted in **red**.

## Game Controls

### Movement

- Run Left: Numpad 4
- Run Right: Numpad 6
- Stop: Numpad 5
- Climb Up Ladder: Numpad 8
- Climb Down Ladder: Numpad 2
- Shoot Left brick: Numpad 7
- Shoot Right Brick: Numpad 9

### Camera (small view)

- Pan: Left Click
- Zoom: Right Click

## The Game

Zombie Escape is a 2d platform game where the hero tries to escape from zombies. The game draws inspiration from the classic game Lode Runner. The application state is the hero, the zombies, and the world. The hero will be able to make holes in the world for the zombies to fall into.

## Technical Spec

### Hero Object

- The user will control the hero, a small, human shaped figure. The arrow keys will be used to move the hero left and right along platforms and up and down ladders. The hero will also be able to destroy platform bricks.
- Minimum animations for hero: running, standing, brick destroy (with sound) and **caught by zombie** (with sound).
- Other possible animations: **climbing, falling**.

### Supporting Objects

- Zombies will chase the hero using a very simple AI, a vector between the zombie and hero will determine the zombie's motion. If a zombie touches the hero, the hero loses a life and the level resets. **If zombies are in holes in the floor, other zombies and the hero can run on top of them**. If a zombie is in a hole that gets filled in, another zombie will fall from the top of the level.
  - Minimum animations for zombies: running (different from hero).
  - Other possible animations: **climbing, falling** (same as hero).

- Brick floors will be placed around the level for the hero and zombies to run on, the hero can push a button to drop acid to destroy the floor. The floor will repair itself after a few seconds.
- Ladders will be placed so the hero and zombies can move from floor to floor.
- Keys will be placed around the level, when the hero collects all the keys, ladders to the top of the level will appear, allowing the hero to escape the level.
  - Possible refinement: add support for zombies picking up keys and then dropping them when they fall in holes

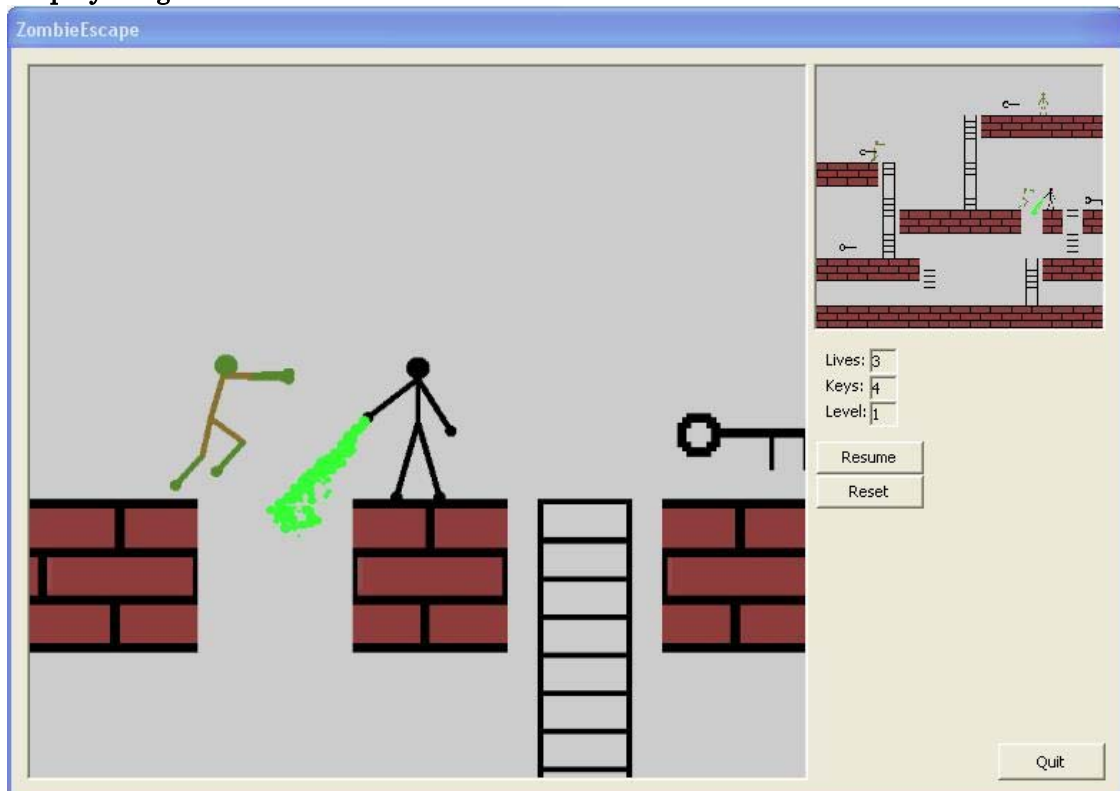
### Levels

- When the user gets to the top of the level after getting all the keys, a new map is loaded and one more zombie is added

### Displays

- The large display will have a relatively close view of the hero and any zombies that are close enough to be in this view. The large view will pan as the hero moves, but cannot be panned or zoomed using the mouse.
- The small display will show the entire level and can be zoomed or panned with the mouse.
  - Possible refinement: stylize the small display to look like a radar

### Display Diagram



## Version 2

### Hero Object

- Animations for falling and getting caught by zombies

### Zombies

- Animations for falling
- Collision between zombies
- Possibly have zombies able to run on top of each other
- Possibly have zombies be able to climb back out of holes
- Better AI (pathing)

### World

- More levels
- Load levels from text file
- Possible background texture, though I like the simplicity