

'QUARANTINED'

Corona virus limited edition

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BACKGROUND INFORMATION

Survival games are a genre of video games where players generally begin with minimal equipment and must survive within a supernatural setting.

An early example of the survival game genre is UnReal World. This game was created by Sami Maaranen in 1992. The game was based on a Roguelike approach using ASCII graphics, and placed the player in the harsh conditions of Finland during the Iron Age. UnReal World's goal was to survive as long as possible against wild creatures and the dangers that the snowy weather created

'QUARANTINED' GAMEPLAY

- 'Quarantined' is an action-packed, survival, horror video game set in an open-world environment in which the player must survive for as long as possible.
- At the start of the game, the player is placed alone in the game's world. This world has been contaminated by a deadly virus and is inhabited by zombies that are bloodthirsty.
- The player-character will have a health bar that will start at full health, but will take damage when being attacked by the virus-driven zombies that inhabit the world. When the health bar is completely drained, the player will die. Player death will not be the end of the game, the game will be restarted from the beginning and the player will respawn with a full health bar.
- The player-character will have a stamina bar. Sprinting will reduce stamina. Stamina bar will gradually refill itself when not in active use. When the stamina bar is completely drained, the player will be unable to sprint.
- This game is aimed at constantly putting the player at risk from being attacked by hostile zombies.

ENVIRONMENT



Outside open-world environment setting in a forest with landscaping elements



Player and zombie attack and movement sounds

Weapon sounds

Background music – day ambience



Free assets added from the Unity Asset Store – zombie, skybox, trees, weapons, sounds, standard assets

INPUTS

- ❖ First-person player movement
 - W,A,S,D keys to move around
 - Right mouse key to rotate the camera and navigate around the environment
 - Space to jump
 - Left mouse key to attack
 - Shift to sprint
- ❖ Weapon change
 - Select from numbers 1 to 6 to change weapons.



LIST OF WEAPONS

EQUIPPING DIFFERENT WEAPONS

```
void Update () {  
  
    if(Input.GetKeyDown(KeyCode.Alpha1)) {  
        TurnOnSelectedWeapon(0);  
    }  
  
    if (Input.GetKeyDown(KeyCode.Alpha2)) {  
        TurnOnSelectedWeapon(1);  
    }  
  
    if (Input.GetKeyDown(KeyCode.Alpha3)) {  
        TurnOnSelectedWeapon(2);  
    }  
  
    if (Input.GetKeyDown(KeyCode.Alpha4)) {  
        TurnOnSelectedWeapon(3);  
    }  
  
    if (Input.GetKeyDown(KeyCode.Alpha5)) {  
        TurnOnSelectedWeapon(4);  
    }  
  
    if (Input.GetKeyDown(KeyCode.Alpha6)) {  
        TurnOnSelectedWeapon(5);  
    }  
  
} // update  
  
void TurnOnSelectedWeapon(int weaponIndex) {  
  
    if (current_Weapon_Index == weaponIndex)  
        return;  
  
    // turn of the current weapon  
    weapons[current_Weapon_Index].gameObject.SetActive(false);  
  
    // turn on the selected weapon  
    weapons[weaponIndex].gameObject.SetActive(true);  
  
    // store the current selected weapon index  
    current_Weapon_Index = weaponIndex;  
  
}
```

In 'Quarantined', the script 'WeaponManager' allows the player to change weapons by selecting a number from 1 to 6 on the keyboard.

HEALTH AND STAMINA BAR

```
public class PlayerStats : MonoBehaviour {  
    [SerializeField]  
    private Image health_Stats, stamina_Stats;  
  
    public void Display_HealthStats(float healthValue) {  
        healthValue /= 100f;  
        health_Stats.fillAmount = healthValue;  
    }  
  
    public void Display_StaminaStats(float staminaValue) {  
        staminaValue /= 100f;  
        stamina_Stats.fillAmount = staminaValue;  
    }  
  
} // class
```

SYSTEM REQUIREMENTS

- Windows 10
- Unity 2018 or newer

