'Quarantined'

Final Project Report

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COSC 729 - Spring 2020

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'Quarantined' – Corona Virus Limited Edition

Goal and Objectives

The goal of this project is to create a first-person shooter game in an open-world environment. Survival games are a genre of video games where players generally begin with minimal equipment and must survive within a supernatural setting. This game is aimed at constantly putting the player at risk from being attacked by hostile zombies.

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.

Unity Functionality

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, and select numbers 1 to 6 to change weapons.

System requirements are Windows 10 and Unity 2018 or newer.