

COSC 729: Virtual Reality (Spring 2017)



ZOMBIES HUNTER

A VIRTUAL REALITY GAME

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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.

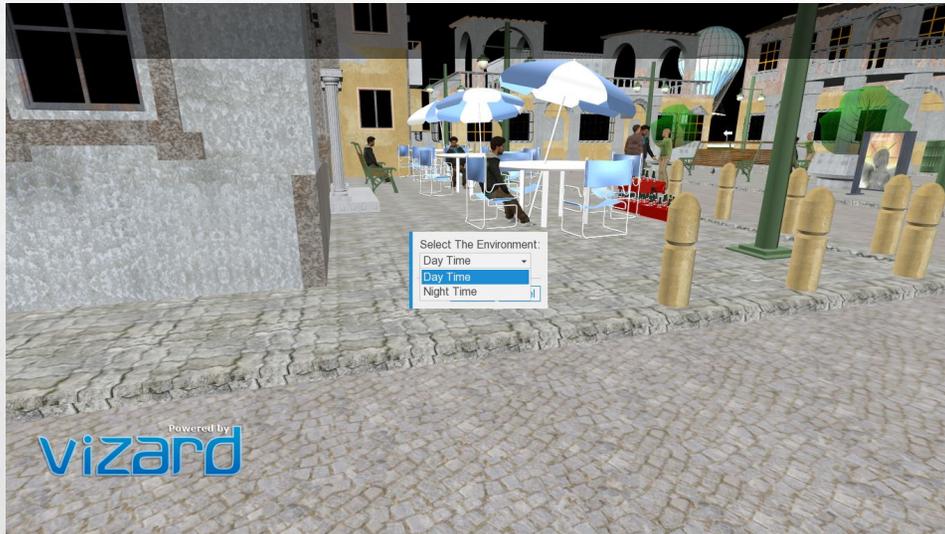
GAME RULES

- 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.

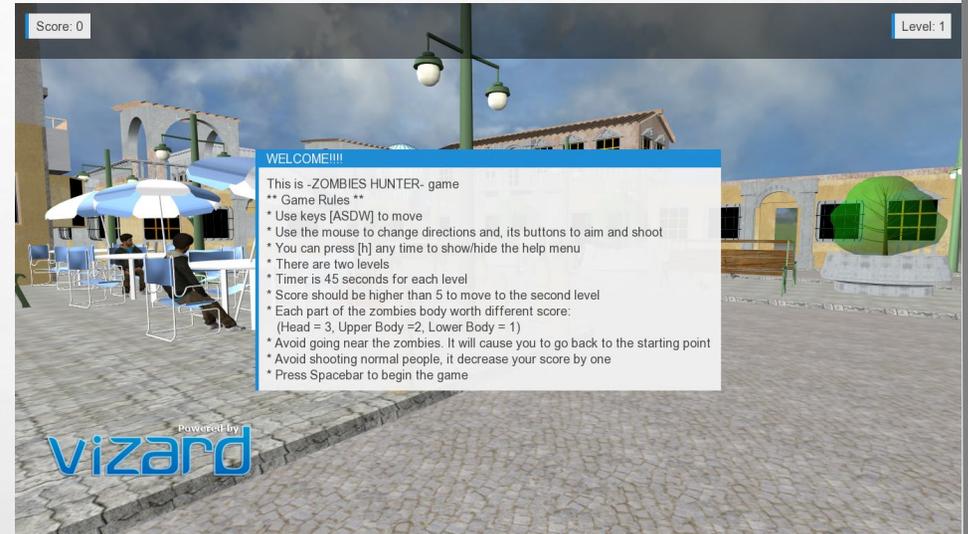
Level One	Level Two
45 second, start with zero score.	45 second, start with level one score.
The player should find Zombies.	The Zombies walk toward the player (Main View).
If the player enters to zombie area, the player will go back to the original location.	If the zombie touches the player, the game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

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.



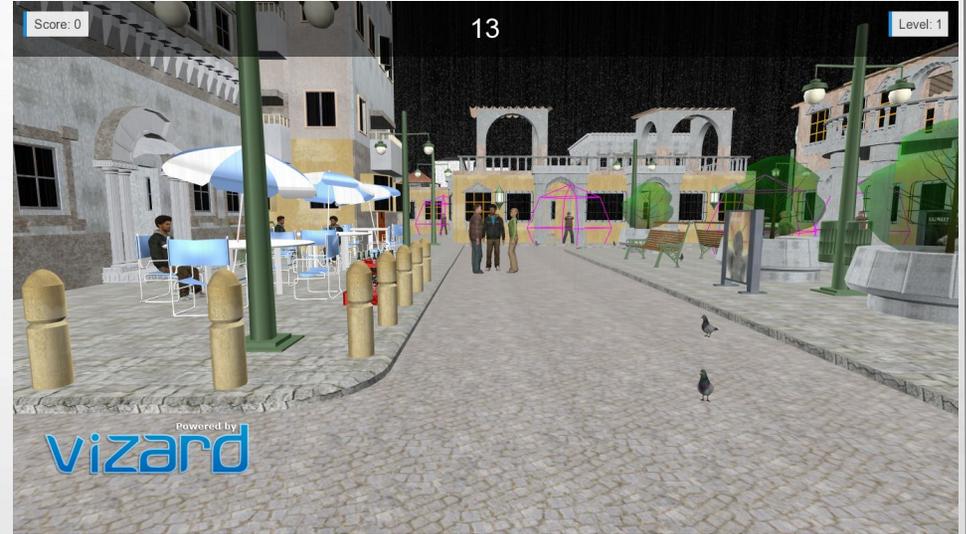
The player can choose between day or night time



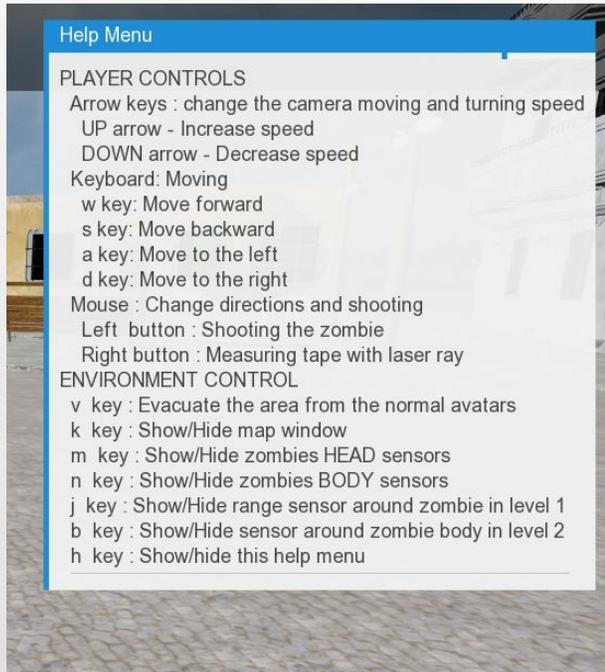
Welcome message and game rules



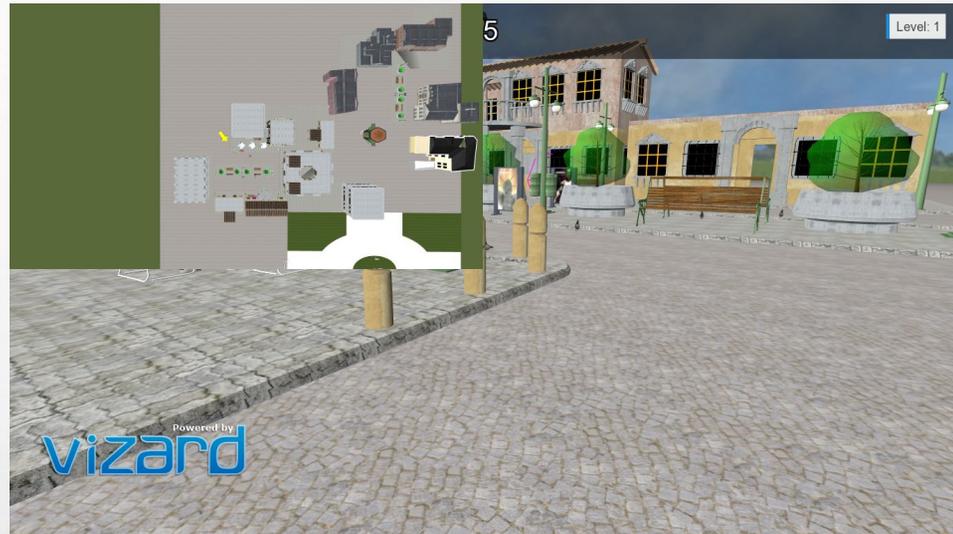
Day time option



Night time option



Help menu



City map



Winning in level 1



Losing in level 1



Winning in level 2



Losing in level 2

