Project Link - https://editor.p5js.org/Brody-Bergerhofer/sketches/-VgUW-30q

1. Project Brief – my idea for this project was a top-down zombie survival/shooter game. I used a lot of dark colors because I wanted the game to have that dark feel. My roommate came up with the name final stand and it works well because it describes the game. It hints to the fact that no matter what you lose, and you have to try and stay alive for as long as possible. I chose to make it really easy at the beginning and have it get harder pretty quickly so you wouldn't be able to play for super long but you would still get slightly better each time you play until you physically can't anymore.

2.

Shadow of words, outline of hand, outline of buttons
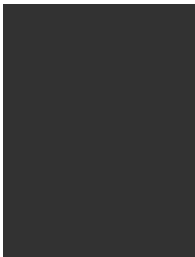
Background of everything

Danger Button, fullscreen button, title words, menu button, death message, blood. Some slightly different shades but very similar.

Danger button/ Menu button

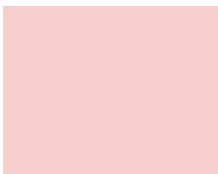Player's hat middle

Player's Hat outside
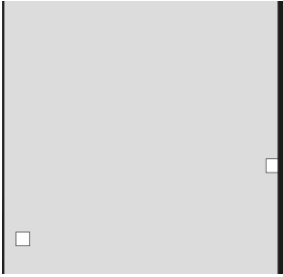
Player's body

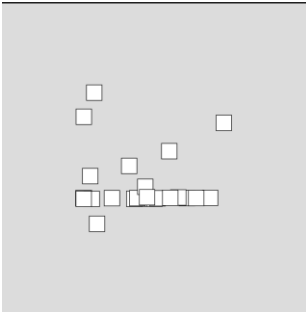Player's gun

Zombie

Zombie shirt
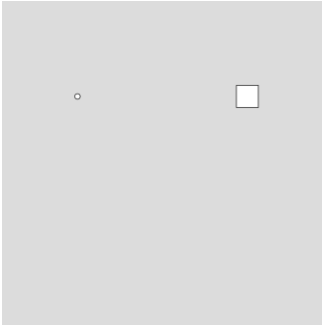
hand

hand shading

hand fingernails

V1 : basically just learning classes to spawn squares in random places as zombies
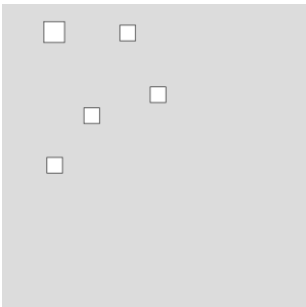

V2: spawn squares, have them move toward cursor, when you click more spawn on opposite side

V3: get player moving and shooting

V4: combines movement, shooting, zombie spawning, and zombies move toward player with zombie death but no player death. Zombie death was buggy.

V5: mostly commenting/ organizational differences. Zombies slightly less buggy.
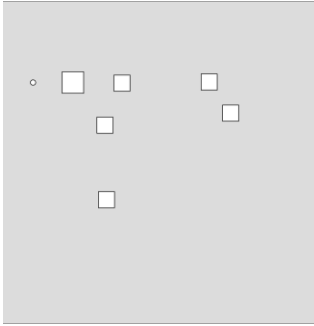
V6: Title screen, death screen, player can now die

V7: Fullscreen ability/ work on making work on many screen sizes

V8: fullscreen button aesthetics, work on screen sizes, work on feel of speed

Final: Final graphics, work on screen sizes, work on feel of speed, change how zombies face, change how zombies move toward player. I used trig and algebra on how the zombies move/ face player in another version, but was too buggy so due to time constraints just went with what was least buggy.

V10????: If had more time I would use the rotate function and trigonometry (I have the trig figured out but I need the rotate function to cooperate with me) to make the zombie rotation/ following the player smoother. I also wanted to add a shooting sound.

3. Following Parameters
   a. User Interaction – player controls their character using arrow keys and shift to move and shoot
   b. Central Concept – concent was a top-down zombie shooter. Wanted to use dark colors to help with that, the use of red/ blood is common in zombie games.
   c. Dynamic Elements – zombies move toward player even after player moves, and after player kills waves the zombies move faster and there are more of them.
   d. Mood/ Atmosphere – I wanted a feeling of rushing/ fighting for life. I feel like at first it might not be there but as there are more and more zombies and they move faster and faster the difficulty ramps up and there is more stress to hit shots and run away from the zombies.
   e. Object Oriented Design – a lot of the code is class based, there is minimal non-class based design
   f. Bonus – Due to time constraints, I was not able to add audio, but if I come back to this, I would add a gunshot sound each time the player shoots.

4. User Interaction Flow –

a. Up Arrow – moves player up/ rotates player to look up if there is no bullet in air
b. Down Arrow - moves player down / rotates player to look down if there is no bullet in air
c. Left Arrow – moves player left/ rotates player to look left if there is no bullet in air
d. Right Arrow - moves player right/ rotates player to look right if there is no bullet in air
e. Shift – shoots a bullet in direction player is facing, locks player rotation until bullet hits edge or zombie, if hits zombie, zombie moves faster, if last of wave new wave forms with an extra zombie.