

Trish Ladd - Game Proposal - Stalking Dead Game

I plan to make a side-scrolling shooter game using images from http://www.cartoonsmartart.com/stalking_dead_game_art.php5

This way I can focus on the programming and still have some great art. Therefore my game is inspired by this art. Rick will shoot zombies as they come onto the page. The zombies will get more prolific as the game progresses.

The important variables are as follows:

bullets // number of bullets currently in gun (6 max)
lastFired // number of milliseconds since gun was last fired
score //the current score
biteSuccess //percentage of zombie bite success, starting at 20% and going up/level
numOfZombies //number of zombies generated at that level
zombieTimer // how frequently zombies get added to the right side of the screen
scoreNeeded // the score needed to beat the level

This should make adding levels to it fairly easy once I have the first one done.

Each Zombie is going to need a hit test area specific to the head in order to tell if the zombie has been hit in the head. This might be specified by a % of height in pixels. Something like: if the bullet passes through (these specific pixels) then zombie is hit; else the zombie is unaffected and keeps moving toward the character.

I'm trying to keep things simple to start in order to ensure I have something that works at the end. I think these are the basic mechanics to make things work. Additional animations for zombie head explosions could be added and coded later.