Scenario 1: Zombie Apocalypse!

The University of York campus has been overrun by zombies! You are to build a single-player game that involves moving players from one safe location (e.g., a building like Computer Science) to another, avoiding the different types of zombies that arise on the way. Points are accumulated for reaching a safe location, and for avoiding being touched by a zombie over a period of time. Special power-ups can be obtained on the journey, e.g., granting temporary immunity or allowing the player to obliterate zombies for a short period of time on the way. Specific features that are required include:

- There must be at least three different types of players with different attributes, e.g., speed, strength, stealthiness – each of which affects the interaction between the zombies and the player (for example, a "stealthier" player might remain undetected by zombies for longer).

- There must be at least five different types of power-ups, which have different capabilities relevant to your game.

- There must be at least six different locations in the game (e.g., colleges, departments, cafes). These should be (possibly loosely) based on real locations at the University of York.

- The game is won when the player visits each location once and the big bad bosses (see below) have been defeated. The difficulty of the game should increase with each successful location visit, though completing the game should remain feasible.

- There should be at least two *big bad bosses* - such as a Zombie Vice-Chancellor or an Angry Zombie Professor - that must be defeated in order to successfully finish the game.

- There should be a mini-game, completely different from the main game.

Constraints

You are building a game that should be playable and enjoyable by your SEPR cohort. However, there are two stakeholders that you must also accommodate.

- The customer: one of your lecturers will play the role of a customer who is interested in eventually trying to market and sell your game. Ultimately the customer is the person you must convince of the validity of your assumptions and decisions. This stakeholder can be contacted as often as you need and at any time (but do not expect an instant reply!).

- The University of York Communications Office: who is interested in using your game for its own promotional activities, e.g., at Open Days, UCAS Days. Please note that you can only communicate with this stakeholder through the lecturers.

For Assessment 2:

Implement two types of player, three types of power up, three locations and a winning condition.