Zombie Arcade
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Top Down 2D zombie shooter game

Requirements:

- Track keyboard and mouse movement; move with keyboard and aim/shoot with mouse.
- Use of multiple sprites for characters, weapons, and zombies.
- Different properties for different weapons.
- Different ammo depending on weapon.
- Internal health/damage values
- Blood decals
- Zombies will either walk towards the player, or wander aimlessly

Possible additions:

- Destructables
- Visible player health and zombie health
- Ammo capacity, possibility of implementing ammo
- Multiplayer
- Explosives (rocket launcher or grenades?)
- Controller support (goes along with multiplayer).
- Some type of interaction with environment