Fungus Among Us

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Overview: *Concept and Genre*

- Action, Mission-based zombie game with a captivating story
- Top-down view
- Goal is to fight your way through quests until finally reaching the final level and ending the zombie epidemic
Primary Mechanics: *Vehicle*

- Armored car that can withstand damage taken from zombies
- Car is equipped with upgradable weapons
- Control movement with ‘WASD’ or arrow keys
- Car has a health bar indicating the damage sustained
Primary Mechanics: *Zombies*

- Zombies spawn from several different locations in the level
- **Awake vs. Sleep state**
  - Sleep: Zombies will casually walk around the map
  - Awake: Player comes within a close distance → zombie will start running towards car
- Zombies will inflict damage on car upon collision
Primary Mechanics: *Weapons*

- Omnidirectional aiming with mouse
- Player starts out with a basic machine gun
- As player progresses in the game, they get better, more powerful weapons
Primary Goals & Sub-Goals

● Primary Goal
  ○ Complete each quest by driving safely to the specified destination
  ○ Upon reaching the final quest, player will defeat the zombie boss and save the scientist who will later develop the cure

● Sub-goals
  ○ For bragging rights, a player might drive around the map killing more zombies and collecting a higher score
Sound & Music

- All music used are original tracks created by a friend “Kurtis Parker”
- Main Menu: Here
- Game Over: Here
- Boss Theme: Here
- Level: Here
Reward & Punishment

- Kill more zombies = Better Weapons
- Progress in the game = Better Weapons
- Player will receive a motivating call by the government calling him for duty
- When Player dies, all progress made in the current quest will be lost
Models
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Our Points of Emphasis

● Create a game with an interesting and imaginative story
  ○ Story is based on a real fungus that controls the brains of ants before killing them
  ○ Fungus mutates and start infecting humans giving them special powers and abilities!!
  ○ Player goes through quests for the final goal of securing the antidote

● Level design

● All assets used are either open source or created by the team
Lessons Learned

- Modeling is time consuming
- Coordination is key
- SourceTree helps with teamwork but can be “touchy”
- Unity has an amazing user-base
- Be prepared for any and all bugs
- Too ambitious = Time constraints
Questions ?

Done!