/*Copied from technical section. brought here for easy accessibility*/

Scripts:

<u>Main character:</u>   Uses Unity's default Player script.

Melee system:
Piñata stick is shown in the right hand corner. A small piece of hand is shown at the bottom.

attack timer = setTime. decreases to zero. setTime for left click is x. setTime for right click is 2x.

if Left click && attack timer is 0, then swing animation plays

if distance from zombie < setDistance && if rotation is facing zombie, zombie health - damage;

if right click && attack timer is 0, harder swing animation plays

if distance from zombie < setDistance && if rotation is facing zombie, zombie health - increasedDamage;

Jumping: Unity's built in jump script. Height tbd

Movement: Unity's built in character script. Speed tbd

Health: GUI bar at top of screen shows % of max health. width of the bar = maxWidth * % health

Healing: if q key is pressed && numCandies >= candyBarConversion, then:
numCandies -= candyBarConversion
health += setHealthAmount
health bar is updated.

<u>Tootsie bomb:</u>
if R key is pressed and held, crosshair appears on screen, player can still aim (see character script)

if R is released, play friend pinata animation,
new instance of tootsie bomb is created with orientation of player's camera, with initial forward force of x. countdown timer begins.

if countdown timer == 0, then explosion animation plays,
if zombie is in blast radius, y, then zombie health -= damageOfBomb * (1-%distanceOfMaxRadius);
create scorch plane at coords of bomb

Zombie Piñata:

zombie LookAt(player), apply forward force of speedVar;
speedVar can be initialized randomly (within set boundaries)
if distance < setDistance && attackTimer <= 0, then attack animation plays, player health -= zombieAttack

set a health var
if attacked, apply force back away from character, health -= attack

if health <= 0, play dying animation. create confetti object (animated clip). spawn random number of candies (1 to 5) at dead pinata position (+ or - random number so they don't all spawn at the same spot). after animation, remove dead pinata.

Dialogue Object: When the player crosses this invisible object, the next dialogue recording begins to play.

Zombie Spawner Object: This object is the spawn point for the zombies. These will either run on a timer (especially for the wave sections) and a timer with a spawn limit for the rest of the areas.

if timer < 0 && max spawn num is not reached, spawn zombie.

Door Script
if player's distance < doorDistanceVar && door is closed && key E is pressed, open door.

The Zombie Piñata Apocalypse game.

Outline of Game (see bottom for detail)

Opening cut scene:

You play as a young child at his birthday party. Your friends and family around you are having a great time, and you stand in front of a piñata, excited to beat it open and harvest its sweet inner candy. Your sister puts a blindfold on you and begins to spin you around. You hear the swirl of the world around you and suddenly everything goes silent. You stop spinning and slowly lift up your blindfold. In front of you swings a tattered rope swinging back and forth right where the piñata used to hang. You turn and head to the back door of your house. You slowly open the door with a eery creek. Suddenly you see something flash across the hallway path in front of you. You cautiously step into the house and move forward. Suddenly a zombie piñata jumps out from a doorway and you fall back. You wiggle back on your hands and feet out of the house. You look behind you and see the stick with which you were about to bash the piñata. You pick it up and turn around, ready to kill.

Actual gameplay begins:
The player stands in front of a piñata zombie moving slowly towards him. After bashing the piñata, the player goes into the house and sees his sister being dragged down through a door into the basement. Two more piñatas block the door. After bashing these, the player enters the door and the basement scene loads.

Basement:
You hear a little voice as soon as you enter the room. "HELLLP!!!! THEY'VE ALMOST GOT MEEEEE!" Zombies begin to swarm towards you from hidden areas in the basement. You must kill off 3 waves of zombies and a miniature boss before the the next cut scene plays:

Cut Scene:
The wardrobe on the wall of the room opens and a little piñata falls out. "Don't bash me! I'm NOT one of those monsters!" he says. He collects his wits and sits up. The piñata walks over to the dead mini boss and picks up 3 large pieces of candy. He throws one at a large mound of debris and it explodes. "I assume you're going after that girl. They took her through here. Here, I'm coming with you. I owe you that, stick boy." He comes up to you and climbs over you. He is now on your back. You step through the hole.

Gameplay continues:
You are now in the suburbs, and you walk down a long street, killing zombies that come from behind broken down cars and other barriers. As you turn the corner of the street the camera zooms to a school building where your sister is again being dragged through a doorway. You continue along the final stretch of the street until you get to the door. You enter and the school cafeteria scene loads.

School cafeteria:
This is another wave format area. You must defeat 5 waves of enemies + another mini boss.

You find a bat to upgrade your stick from the body. You continue through a hole in the wall into the burrowed tunnel scene.

Tunnel:
This is another travel format area. You must traverse through the winding tunnel, killing piñatas that drop down from strings and burrow through side walls. At the end of this area you find another weapon upgrade and go through the exit.

Candy Factory:
You start at the entrance of the building. You walk to the door and open it. You walk through and kill off zombies to get to a stairway that leads to a balcony. There is a candy gun sitting at the edge, and your friend piñata tells you to gun down the waves that are coming for you. You kill them for a while and then the boss shows up.

Boss:
The boss is made up of many piñata pieces. He has a hand with each finger as a different type of piñata. He crushes the turret and you are thrown to the lower level. You have to hit each one of his fingers while dodging his hand slams. After you destroy each finger, a new cut scene plays.

Cut scene: You piñata friend is bitten by a straggler zombie. He looks down at a tootsie bomb in his hand, and looks up at you. "You know, you humans aren't so bad," he says.

Next gameplay:
You now control the friendly piñata in 3rd person. Your objective is to run into the monster's mouth while dodging his hand slams and other falling debris. Once you jump into his mouth, the monster explodes.

Return to first person mode:
You find your sister in the corner, hanging by a string. You lift her down and she hugs you. (this is a lame ending. We will change it later.)

Game over.

Technical

Controls:

WASD/Arrowkeys: Standard movement.

Left click: Quick Hit - low damage, high speed;

Right click: Bash Hit - High damage, low speed;

Q: eat chocolate bar(when you have enough coins)

R: throw tootsie bomb
E: open door

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Detail:

Opening cut scene:
Player has no control at this point. This next sequence of events will be a rendered movie from maya still from first person perspective.

Player stands facing tree. Turn right to see sister putting blindfold to screen. Red cloth is in front of camera with slits at the bottom still visible. Camera begins spinning. After a short time the spinning stops and the blindfold is slowly removed.

The player now has control. The player starts facing the tree, looking up at the swinging rope.

The player already has the piñata stick in hand.

If player presses E when near the door, the door opens and the piñata sprinting across the hallway animation starts. There are no enterable doors through the hallway, so the player is forced to walk down the hallway towards a well-lit area.

When the player crosses the target area, the piñata is spawned behind the corner and comes towards the player.

Player must kill the zombie.

Player turns corner and sister animation plays. Player is able to open door to basement.