

## USER MANUAL

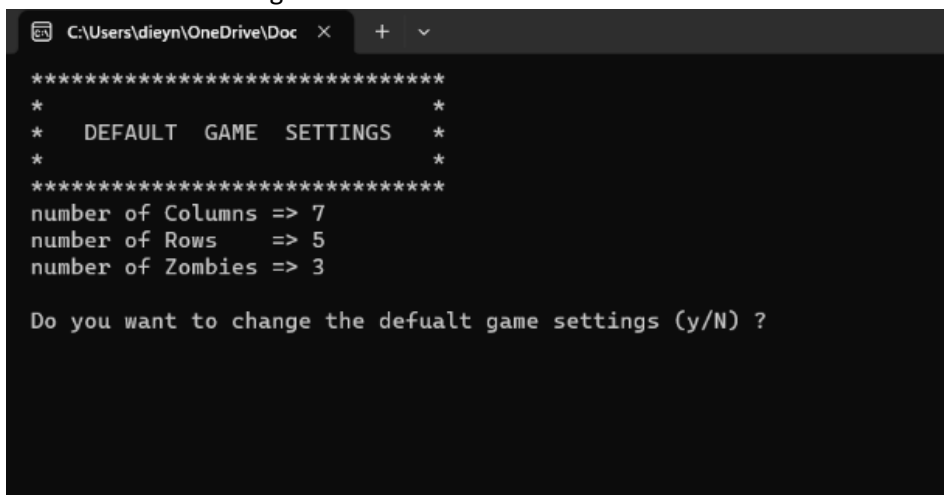
### 1. Start game

When you run the code, it will display the main menu of the game and it will give you 3 options which is new game, load game or exit.



```
C:\Users\dieyn\OneDrive\Doc X + v
*****
*           WELCOME           *
*           TO                 *
*       ALIEN VS ZOMBIES       *
*****
*       OPTIONS:               *
*   1 - New Game               *
*   2 - Load Game            *
*   3 - Exit                   *
*                               *
*   this game has been made by *
*       alif, aniq, zaquan     *
*****
Enter =>
```

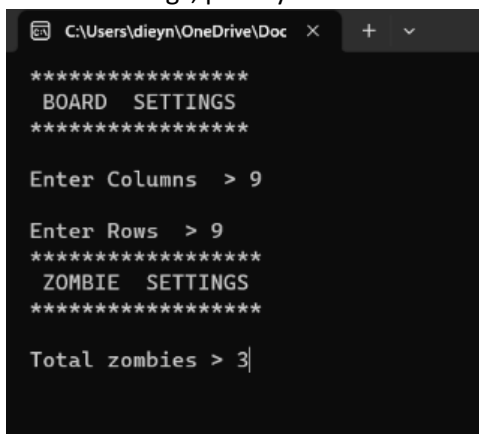
Press 1 to start a new game.



```
C:\Users\dieyn\OneDrive\Doc X + v
*****
*       DEFAULT GAME SETTINGS *
*                               *
*****
number of Columns => 7
number of Rows   => 5
number of Zombies => 3

Do you want to change the default game settings (y/N) ?
```

When you start the game, it will display the default settings. If you want to change the default settings, press y and it will take you to the settings.



```
C:\Users\dieyn\OneDrive\Doc X + v
*****
BOARD SETTINGS
*****

Enter Columns > 9

Enter Rows > 9
*****
ZOMBIE SETTINGS
*****

Total zombies > 3|
```

You can change the number of columns , rows and zombies as you wish.

```
C:\Users\dieyn\OneDrive\Doc x + v
*****
CURRENT GAME SETTINGS
*****
number of Columns : 9
number of Rows : 9
number of Zombies : 3

Do you want to change the game settings (y/N) ? n
```

As you can see, the current game settings are updated. If you press y again, it will go back to setting and you can change as many as you want and it will updates at the current game settings.

If you press n, it will continue to the game.

```
C:\Users\dieyn\OneDrive\Doc x + v
*****
ALIEN VS ZOMBIES
*****

+---+---+---+---+---+---+---+---+---+
| | r | v | > | ^ | p | p | r | > |
+---+---+---+---+---+---+---+---+---+
| ^ | v | r | r | > | ^ | v | | |
+---+---+---+---+---+---+---+---+---+
| v | r | | r | r | v | | | > |
+---+---+---+---+---+---+---+---+---+
| v | 1 | < | r | | p | ^ | | |
+---+---+---+---+---+---+---+---+---+
| > | | p | > | A | 3 | p | < | r |
+---+---+---+---+---+---+---+---+---+
| p | p | h | v | v | > | > | | < |
+---+---+---+---+---+---+---+---+---+
| ^ | ^ | 2 | r | | r | | < | > |
+---+---+---+---+---+---+---+---+---+
| | | < | v | < | h | | p | h |
+---+---+---+---+---+---+---+---+---+
| | | | | > | | p | ^ |
+---+---+---+---+---+---+---+---+---+

-> Alien : Life 150, Attack 10
Zombie 1 : Life 175, Attack 10
Zombie 2 : Life 125, Attack 20
Zombie 3 : Life 75, Attack 20

command => |
```

This is how the board game will look like. This is all the objects that are in the board and its function:

Name	Appearance	Description
Arrows	< > ^ v	Increase attacks by 10 Change the direction of alien
Health	h	Gives 10 hp to alien
Pod	p	Inflicts 10 damages to alien
Rock	r	Rocks that might contain arrows or health
Empty		Empty space
Trail	.	Trail that left by zombie killing alien

## 2. How to attack

To attack, you must hit the zombies

```
C:\Users\dieyn\OneDrive\Doc x + v
*****
ALIENT VS ZOMBIES
*****

+---+---+---+---+---+---+
| 1 | 2 |   | v | r | ^ | < |
+---+---+---+---+---+---+
| h |   | v | 3 | p | r | < |
+---+---+---+---+---+---+
| v | v | ^ | A | r | r | v |
+---+---+---+---+---+---+
| h |   | < |   | ^ |   | v |
+---+---+---+---+---+---+
| r |   | > | < |   | > | p |
+---+---+---+---+---+---+

-> Alien   : Life 300, Attack 10
   Zombie 1 : Life  50, Attack 15
   Zombie 2 : Life 175, Attack 20
   Zombie 3 : Life 100, Attack 10

command => up
```

When you hit the zombie, you will inflict damages as much as your current attack

```
C:\Users\dieyn\OneDrive\Doc x + v
*****
ALIENT VS ZOMBIES
*****

+---+---+---+---+---+---+
| 1 | 2 |   | v | r | ^ | < |
+---+---+---+---+---+---+
| h |   | v | 3 | p | r | < |
+---+---+---+---+---+---+
| v | v | ^ | A | r | r | v |
+---+---+---+---+---+---+
| h |   | < |   | ^ |   | v |
+---+---+---+---+---+---+
| r |   | > | < |   | > | p |
+---+---+---+---+---+---+

-> Alien   : Life 300, Attack 10
   Zombie 1 : Life  50, Attack 15
   Zombie 2 : Life 175, Attack 20
   Zombie 3 : Life  90, Attack 10

The Alien hit zombie 3, deal 10 damage

Press any key to continue . . . |
```

## 3. How to heal

To increase your health, you must collect h and it will give you 10 health.

```
C:\Users\dieyn\OneDrive\Doc x + v
*****
ALIENT VS ZOMBIES
*****

+---+---+---+---+---+---+
| v |   | r | > | 1 |   | p |
+---+---+---+---+---+---+
| h | 3 | < |   | ^ | h |   |
+---+---+---+---+---+---+
| h | v | v | A |   | p |   |
+---+---+---+---+---+---+
| < | > | 2 | h | ^ | h | ^ |
+---+---+---+---+---+---+
| < |   | ^ |   | r | ^ |   |
+---+---+---+---+---+---+

-> Alien   : Life 250, Attack 10
   Zombie 1 : Life  75, Attack 20
   Zombie 2 : Life 175, Attack 10
   Zombie 3 : Life 125, Attack 20

command => down
```

```
C:\Users\dieyn\OneDrive\Doc x + v
*****
ALIENT VS ZOMBIES
*****

+---+---+---+---+---+---+
| v |   | r | > | 1 |   | p |
+---+---+---+---+---+---+
| h | 3 | < |   | ^ | h |   |
+---+---+---+---+---+---+
| h | v | v | A |   | p |   |
+---+---+---+---+---+---+
| < | > | 2 | h | ^ | h | ^ |
+---+---+---+---+---+---+
| < |   | ^ |   | r | ^ |   |
+---+---+---+---+---+---+

-> Alien   : Life 250, Attack 10
   Zombie 1 : Life  75, Attack 20
   Zombie 2 : Life 175, Attack 10
   Zombie 3 : Life 125, Attack 20

The Alien found a health pack

Press any key to continue . . .
```

```
C:\Users\dieyn\OneDrive\Doc x + v
*****
ALIENT VS ZOMBIES
*****

+---+---+---+---+---+---+
| v |   | r | > | 1 |   | p |
+---+---+---+---+---+---+
| h | 3 | < |   | ^ | h |   |
+---+---+---+---+---+---+
| h | v | v | A |   | p |   |
+---+---+---+---+---+---+
| < | > | 2 | h | ^ | h | ^ |
+---+---+---+---+---+---+
| < |   | ^ |   | r | ^ |   |
+---+---+---+---+---+---+

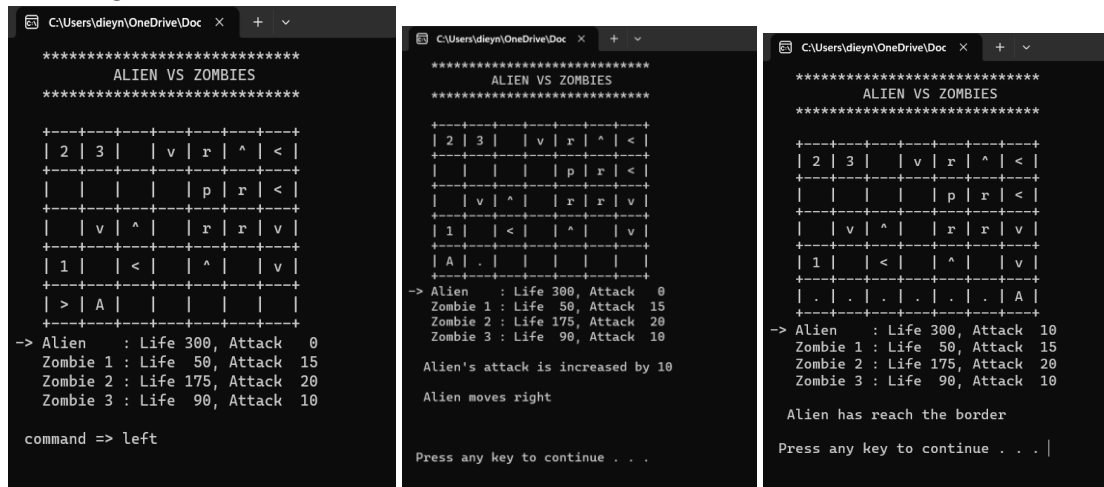
-> Alien   : Life 250, Attack 10
   Zombie 1 : Life  75, Attack 20
   Zombie 2 : Life 175, Attack 10
   Zombie 3 : Life 125, Attack 20

Alien's life is increased by 10

Press any key to continue . . . |
```

#### 4. Collect arrows

if you hit an arrow, your attack will increase by 10 and the alien will change its direction according to the direction of the arrow.



#### 5. Exit game

simply press 3 and the exit screen will appear

