Player controls

When arrow buttons pushed onscreen, or on keyboard, or the wasd keys, player movement occurs. The player moves in the direction specified by the movement key, a new map tile is uncovered, and a zombie is added to one of the existing map tiles. See map.docx for info on how maps are generated.

Players act before the slower zombies. After each player attack, all zombies on the current tile attack. This does not occur when a player enters a tile, as zombies only attack after a player attack.

When on a tile with zombies, a player has 2 choices, attack or run. If attacking, they click on the dice to generate an attack roll. A random number from 1-6 is generated, and compared to the currently selected weapon. If gun is selected, bullets are reduced by one. If the number rolled is greater or equal to the target number for the weapon, a zombie is killed. One attack kills a zombie, they do not have health which we track.

After a player attack, all the zombies attack. They have a 50% chance to hit the player, and reduce health by 1. All zombies left on a tile act one after the other.

Players can switch between melee and gun by clicking on the picture, and when the player has no bullets the game will default to melee.