

## USER MANUAL

1.

```
+-----+
|              Alien vs Zombie              |
+-----+
| Select:                                     |
| 1 => Start                                 |
| 2 => Load                                 |
| 3 => Quit                                 |
+-----+
Choice =>
```

When you start the game, the first thing that will show up is the main menu which consists of start, load, and quit. To enter to your desired section, just simply enter the number to which they are referring to.

2.

```
+-----+
|              Alien vs Zombie              |
+-----+
| Select:                                     |
| 1 => Start                                 |
| 2 => Load                                 |
| 3 => Quit                                 |
+-----+
Choice => 1
```

Now let's look at what's inside the 'Start' button. In order to do so, just enter the number 1 just as I had mentioned earlier.

3.

```
Default Game Settings
-----
Board Rows      : 5
Board Columns   : 9
Zombie Count    : 1

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

After entering the number, it will direct you to the game settings section. On this page, you are able to change the settings of the game board and zombie amount based on your liking.

If you want to change the settings, just simply enter 'y'.

If you are satisfied and wanted to proceed with the default settings, enter 'n'. In this case, let's proceed with the default.

4.

```
-- -- -- -- --
.: Alien vs Zombie :.
-- -- -- -- --
+-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+
1|r|>|r|h|v|^|v|1|v|
+-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+
2|^| | |h|p|p|p|v|<|
+-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+
3|p| |r|<|A|h|r|v|v|
+-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+
4|^|v|<|v|p|h|^|v|>|
+-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+
5|<|^|h|v|>|r|r|h|p|
+-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+ +-+
  1 2 3 4 5 6 7 8 9

-> Alien   : Life 100, Attack 0
    Zombie 1: Life 250, Attack 5, Range 1

command>
```

It will direct you to this game interface which follows the default game settings(5 rows, 9 columns, and 1 zombie). The alien's attributes( life, attack) are set to a fixed amount at the beginning of the game however the zombie's attributes are randomly generated with a logical amount

5.

```
command> help
      Object
+-----+
'a'    :alien (you)
'z'    :zombie (your enemy)
'h'    :health (add 20 life to alien)
'p'    :pod (instantly inflicts 10 damage to zombie when hit by alien)
'r'    :rock (hides a game object, reveals when hit by alien, stop when hit by alien)
' '    :space (just a empty space)
'.'    :trail (left by alien moves, reset to random object after Alien's turn ends)
      Command
+-----+
up      :Alien to move up.
down    :Alien to move down.
left    :Alien to move left.
right   :Alien to move right.
arrow   :Switch the direction of an arrow object in the game board.
skill   :Special ability that can be selected to play the game.
help    :List and describe the commands that the player can use in the game.
save    :Save the current game to a file.
load    :Load a saved game from a file.
quit    :Quit the game while still in play.

Press any key to continue . . .
```

To know more about how the objects in the game board function or the commands in the game, you can use the command 'help'.

6.

```
-- -- -- -- --
.: Alien vs Zombie :.
-- -- -- -- --
+---+
1|r|>|r|h|v|^|v|1|v|
+---+
2|^| | |h|p|p|p|v|<|
+---+
3|p| |r|<|A|h|r|v|v|
+---+
4|^|v|<|v|p|h|^|v|>|
+---+
5|<|^|h|v|>|r|r|h|p|
+---+
  1 2 3 4 5 6 7 8 9

-> Alien   : Life 100, Attack 0
   Zombie 1: Life 250, Attack 5, Range 1

command> left
Alien finds an arrow.
Alien's attack is increased by 20.
Press any key to continue . . .
```

You can command your desired movement whether you want to move left, right, up or down.

Right now let's move left. It encounters an arrow directed to the left, and as said in the image given, the attack of the Alien will add up by 20 with each arrow it encounters.

7.

```
--_--_--_--_--_--_--_--_--_--
.: Alien vs Zombie :.
--_--_--_--_--_--_--_--_--_--
+---+---+---+---+---+---+---+
1|r|>|r|h|v|^|v|1|v|
+---+---+---+---+---+---+---+
2|^| | |h|p|p|p|v|<|
+---+---+---+---+---+---+---+
3|p| |r|A|.h|r|v|v|
+---+---+---+---+---+---+---+
4|^|v|<|v|p|h|^|v|>|
+---+---+---+---+---+---+---+
5|<|^|h|v|>|r|r|h|p|
+---+---+---+---+---+---+---+
  1 2 3 4 5 6 7 8 9

-> Alien   : Life 100, Attack 20
    Zombie 1: Life 250, Attack 5, Range 1

Alien hits a rock, the object beneath the rock is revealed.
Press any key to continue . . . █
```

When it encounters a rock which is represented by 'r', it will stop the alien's movement and the rock will reveal a game object other than itself.

8.

```
--_--_--_--_--_--_--_--_--_--
.: Alien vs Zombie :.
--_--_--_--_--_--_--_--_--_--
+---+---+---+---+---+---+---+
1|r|>|r|h|v|^|v|1|v|
+---+---+---+---+---+---+---+
2|^| | |h|p|p|p|v|<|
+---+---+---+---+---+---+---+
3|p| |^|A|.h|r|v|v|
+---+---+---+---+---+---+---+
4|^|v|<|v|p|h|^|v|>|
+---+---+---+---+---+---+---+
5|<|^|h|v|>|r|r|h|p|
+---+---+---+---+---+---+---+
  1 2 3 4 5 6 7 8 9

-> Alien   : Life 100, Attack 20
    Zombie 1: Life 250, Attack 5, Range 1

Alien's turn ended.
Press any key to continue . . . █
```

When the alien's movement is stopped, the alien's turn will ends.

9.

```
__--__--__--__--__--__
.: Alien vs Zombie :.
__--__--__--__--__--__
+---+---+---+---+---+
1|r|>|r|h|v|^|v|1|v|
+---+---+---+---+---+
2|^| | |h|p|p|p|v|<|
+---+---+---+---+---+
3|p| |^|A|h|h|r|v|v|
+---+---+---+---+---+
4|^|v|<|v|p|h|^|v|>|
+---+---+---+---+---+
5|<|^|h|v|>|r|r|h|p|
+---+---+---+---+---+
 1 2 3 4 5 6 7 8 9

-> Alien   : Life 100, Attack 0
    Zombie 1: Life 250, Attack 5, Range 1

Alien's trial '.' is replaced by random objects.
Press any key to continue . . .
```

The alien's trail will be replaced by random objects after the alien's turn ends.

10.

```
__--__--__--__--__--__
.: Alien vs Zombie :.
__--__--__--__--__--__
+---+---+---+---+---+
1|r|>|r|h|v|^|v| |v|
+---+---+---+---+---+
2|^| | |h|p|p|p|1|<|
+---+---+---+---+---+
3|p| |^|A|h|h|r|v|v|
+---+---+---+---+---+
4|^|v|<|v|p|h|^|v|>|
+---+---+---+---+---+
5|<|^|h|v|>|r|r|h|p|
+---+---+---+---+---+
 1 2 3 4 5 6 7 8 9

-> Alien   : Life 100, Attack 0
    Zombie 1: Life 250, Attack 5, Range 1

Alien is not in range of Zombie 1
Press any key to continue . . .
```

Now it's the zombie's turn. The zombie will move. If the alien is within the attacking range of the final location of the zombie, then the alien will receive damage based on the amount of attacking power that the zombie has.

But in this case, alien is not within the range and will not be inflicted with damage.

11.

```
-- -- -- -- --
.: Alien vs Zombie :.
-- -- -- -- --
+-----+
1|r|>|r|h|v|^|v| |v|
+-----+
2|^| | |h|p|p|p|1|<|
+-----+
3|p| |^|A|h|h|r|v|v|
+-----+
4|^|v|<|v|p|h|^|v|>|
+-----+
5|<|^|h|v|>|r|r|h|p|
+-----+
  1 2 3 4 5 6 7 8 9

-> Alien   : Life 100, Attack 0
    Zombie 1: Life 250, Attack 5, Range 1

command> arrow
Enter row, column, and direction:
```

You can also command 'arrow' to change the direction of which arrow you like so that it would direct to the zombie.

To do so, you have to put it in a sequence.

Firstly row, followed by a column then lastly direction of the arrow that you wanted it to be just like below

```
-- -- -- -- --
.: Alien vs Zombie :.
-- -- -- -- --
+-----+
1|r|>|r|h|v|^|v| |v|
+-----+
2|^| | |h|p|p|p|1|<|
+-----+
3|p| |^|A|h|h|r|v|v|
+-----+
4|^|v|<|v|p|h|^|v|>|
+-----+
5|<|^|h|v|>|r|r|h|p|
+-----+
  1 2 3 4 5 6 7 8 9

-> Alien   : Life 100, Attack 0
    Zombie 1: Life 250, Attack 5, Range 1

command> arrow
Enter row, column, and direction: 4 4 right
The direction of arrow was changed.
Press any key to continue . . . ■
```

```

-- -- -- -- --
.: Alien vs Zombie :.
-- -- -- -- --
+---+---+---+---+
1|r|>|r|h|v|^|v| |v|
+---+---+---+---+
2|^| | |h|p|p|p|1|<|
+---+---+---+---+
3|p| |^|A|h|h|r|v|v|
+---+---+---+---+
4|^|v|<|>|p|h|^|v|>|
+---+---+---+---+
5|<|^|h|v|>|r|r|h|p|
+---+---+---+---+
  1 2 3 4 5 6 7 8 9

-> Alien   : Life 100, Attack 0
    Zombie 1: Life 250, Attack 5, Range 1

command>

```

This image is the output of the arrows changing direction based on the coordinates.

12.

```

-> Alien   : Life 55, Attack 0
    Zombie 1: Life 60, Attack 15, Range 3

command> skill
You have regen skill
skill remaining: 1
Press any key to continue . . .

```

Our game also added some interesting features which is a regen skill.

It functions as an 'Ultimate heal bag' as it heals your life to maximum. As the effect is outstanding, you can use it one time only. So use it wisely.

```

-- -- -- -- --
.: Alien vs Zombie :.
-- -- -- -- --
+ + + + +
1|r|>|r|h|v|^|v| |v|
+ + + + +
2|^| | |h|p|p|p|1|<|
+ + + + +
3|p| |^|. |h|h|r|^|v|
+ + + + +
4|^|v|<|. |A|h|>|^|>|
+ + + + +
5|<|^|h|v|>|r|r|h|p|
+ + + + +
  1 2 3 4 5 6 7 8 9

-> Alien    : Life 100, Attack 20
   Zombie 1: Life 240, Attack 5, Range 1

Alien finds a health bag, alien's health is increases by 20.
Alien's health in limited at 100.
Press any key to continue . . .

```

If the alien's health is max, then it would not add up anymore.

```
-- -- -- -- --
.: Alien vs Zombie :.
-- -- -- -- --
+++++
1|r|>|r|h|v|^|v| |v|
+++++
2|^| | |h|p|p|p| |1|
+++++
3|p| |^|<|h|h|r|A|v|
+++++
4|^|v|<|p|^|>|<|^|>|
+++++
5|<|^|h|v|>|r|r|h|p|
+++++
  1 2 3 4 5 6 7 8 9

-> Alien      : Life 95, Attack 0
   Zombie 1: Life 160, Attack 5, Range 1

command> save
Choose a name to save current file: _
```

To do so, use the command 'save'.



```

-- -- -- -- --
.: Alien vs Zombie :.
-- -- -- -- --
+++++
1|r|>|r|h|v|^|v| |v|
+++++
2|^| | |h|p|p|p| |1|
+++++
3|p| |^|<|h|h|r|A|v|
+++++
4|^|v|<|p|^|>|<|^|>|
+++++
5|<|^|h|v|>|r|r|h|p|
+++++
  1 2 3 4 5 6 7 8 9

-> Alien   : Life 95, Attack 0
    Zombie 1: Life 160, Attack 5, Range 1

command> save
Choose a name to save current file: testfile
File saved successfully
Press any key to continue . . .

```

The image above indicates that done saving the information.

15.

```

-- -- -- -- --
.: Alien vs Zombie :.
-- -- -- -- --
+++++
1|r|>|r|h|v|^|v| |v|
+++++
2|^| | |h|p|p|p| |1|
+++++
3|p| |^|<|h|h|r|A|v|
+++++
4|^|v|<|p|^|>|<|^|>|
+++++
5|<|^|h|v|>|r|r|h|p|
+++++
  1 2 3 4 5 6 7 8 9

-> Alien   : Life 95, Attack 0
    Zombie 1: Life 160, Attack 5, Range 1

command> quit

```

If you want to quit the game, enter the command 'quit'. It would direct you back to the home page.

16.

```
+-----+
|               Alien vs Zombie               |
+-----+
| Select:                                       |
| 1 => Start                                   |
| 2 => Load                                   |
| 3 => Quit                                    |
+-----+
Choice => 2
```

```
+-----+
|               Alien vs Zombie               |
+-----+
| Select:                                       |
| 1 => Start                                   |
| 2 => Load                                   |
| 3 => Quit                                    |
+-----+
Choice => 2
Enter the name of your file: testfile
```

```
..: Alien vs Zombie :.
+---+---+---+---+---+
1|r|>|r|h|v|^|v| |v|
+---+---+---+---+---+
2|^| | |h|p|p|p| |1|
+---+---+---+---+---+
3|p| |^|<|h|h|r|A|v|
+---+---+---+---+---+
4|^|v|<|p|^|>|<|^|>|
+---+---+---+---+---+
5|<|^|h|v|>|r|r|h|p|
+---+---+---+---+---+
 1 2 3 4 5 6 7 8 9

-> Alien   : Life 95, Attack 0
    Zombie 1: Life 160, Attack 5, Range 1

command> _
```

To load, you can just simply do by following the sequence of the image. Make sure that the file name that you enter is the a file saved from your previous game of alien vs zombie.

17.

```
.: Alien vs Zombie :.
+---+---+---+---+---+
1|r|>|r|h|.|.|. |A|
+---+---+---+---+---+
2|^| | |h|. |p|p| |1|
+---+---+---+---+---+
3|p| |^|<|. |h|r|. |v|
+---+---+---+---+---+
4|^|v|<|p|.|.|. |>|
+---+---+---+---+---+
5|<|^|h|v|>|r|r|h|p|
+---+---+---+---+---+
  1 2 3 4 5 6 7 8 9

-> Alien   : Life 100, Attack 160
    Zombie 1: Life 150, Attack 5, Range 1

Alien attacks Zombie 1
Zombie 1 receives a damage of 160
Zombie 1 is dead
Alien hits zombie and stop.
Press any key to continue . . . █
```

```
.: Alien vs Zombie :.
+---+---+---+---+---+
1|r|>|r|h|.|.|. |A|
+---+---+---+---+---+
2|^| | |h|. |p|p| | |
+---+---+---+---+---+
3|p| |^|<|. |h|r|. |v|
+---+---+---+---+---+
4|^|v|<|p|.|.|. |>|
+---+---+---+---+---+
5|<|^|h|v|>|r|r|h|p|
+---+---+---+---+---+
  1 2 3 4 5 6 7 8 9

-> Alien   : Life 100, Attack 160
    Zombie 1: Life -10, Attack 5, Range 1

All zombie is dead.
You win!
Press any key to continue . . . █
```

When you successfully bring the zombie by using the arrow's damage, you will win the game and the output the game's interface will show as above.

18.

```
+-----+
|               Alien vs Zombie               |
|=====|
| Select:                                     |
| 1 => Start                                  |
| 2 => Load                                  |
| 3 => Quit                                    |
|-----+
Choice => 
```

After winning the game, it directs you to the home page.

19.

```
+-----+
|               Alien vs Zombie               |
|=====|
| Select:                                     |
| 1 => Start                                  |
| 2 => Load                                  |
| 3 => Quit                                    |
|-----+
Choice => 1

Default Game Settings
-----
Board Rows      : 5
Board Columns   : 9
Zombie Count    : 1

Do you want to change the game settings? (y/n)
=> y

Instructions:
1. Insert only odd numbers when customizing the board size!
2. Row and Column number must be bigger than 1

Board Settings
-----
Enter number of row =>
```

```
Board Settings
-----
Enter number of row => 3
Enter number of columns => 15

Zombie Settings
-----
Enter number of zombies => 2
```

Let's say you wanted to change the game settings, you just have to do the steps based on the sequence of the image shown above.

20.

```
--_--_--_--_--_--_--_--_--_--
.: Alien vs Zombie :.
--_--_--_--_--_--_--_--_--_--
++-++-++-++-++-++-++-++-++-++
1|>|h|^|p|r|>|^|<|<|<|<|^|h|>| |
++-++-++-++-++-++-++-++-++-++
2|<|p|r|r|>|>| |A|v|v|h|1|2|^|>|
++-++-++-++-++-++-++-++-++-++
3|v|v|p|h|h|<|p|<|r|^| |^|h|h|v|
++-++-++-++-++-++-++-++-++-++
                                1 1 1 1 1 1
                                1 2 3 4 5 6 7 8 9 0 1 2 3 4 5

-> Alien    : Life 100, Attack 0
    Zombie 1: Life 150, Attack 5, Range 3
    Zombie 2: Life 200, Attack 10, Range 1

command>
```

The game will result according to the game settings that you changed earlier. The image above is the output of the following changes.