

Goal

The goal of this game is to try to achieve as high score as possible before the player's health reaches zero, score is gained as long as the player is alive. Survive as long as possible by killing and running from enemies and collecting resources. If the score is high enough it will make it to the highscore list. In case you can't finish a game you can save a game and load it again on a later occasion.


Health

This bar indicates how close the player is to die. When the bar reaches zero the game is lost. Health is lost by enemy attacks and low food level (see more in Food chapter) and is gained by medical packs and a high food level.

 - A medical pack restores some of the player's health.

Food

The food level doesn't have a direct effect on the player but will instead gradually affect the player's health bar. When the bar is at least 70% filled the player's health will slowly increase (bar is green), between 69% and 31% nothing will happen (bar is yellow) and when the bar is less or equal to 30% the player's health will slowly decrease (bar is red). The food level will always decrease during the game but by collecting food supply the food level will increase.

 - Hamburgers restore some of the player's hunger.

Weapons

The player has three different weapon slots. The player will start with a gun, a baseball bat and an empty slot. During the game the player can choose the active weapon by pressing "1", "2", or "3" to activate the respective weapon. By pressing "G" the player will drop the current weapon on the ground, if the player stands on another weapon, the player will pick that weapon up instead. If an empty slot is equipped, the character will use its fist.

 - Guns need ammunition but have a good range.

 - Melee weapons have a short range, but don't require ammunition.

Ammunition

Ammunition is used to fire all ranged weapons. Melee weapons such as fists and bat do not require ammunition. All ammunition can be used in every ranged weapon but once the weapon is loaded the player won't be able to use the ammunition in the magazine in a different weapon. During the game ammunition will spawn on different places on the map.



- The player will need a lot of ammunition if he intends to use his guns.

Controls

Movement

Action	Primary key	Alternative key
• Left	A	Left-arrow
• Right	D	Right-arrow
• Up	W	Up-arrow
• Down	S	Down-arrow

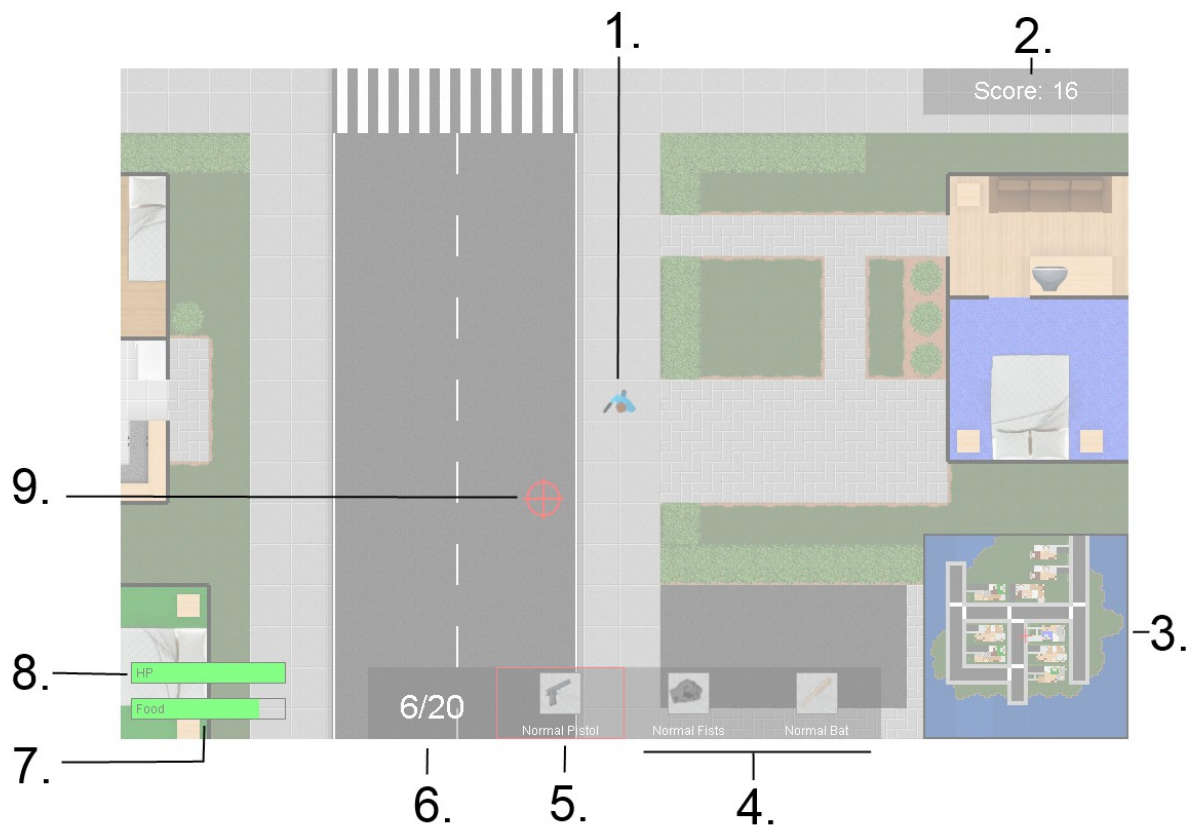
Weapon control

Action	Primary key	Alternative key
• Shoot	Left mouse button	Spacebar
• Reload	R	-
• Drop and pick up weapon	G	-
• Switch to weapon 1	1	-
• Switch to weapon 2	2	-
• Switch to weapon 3	3	-

General

Action	Primary key	Alternative key
• Pause game	Esc	-

Ingame GUI



1. The player.
2. The score of the current game.
3. A minimap of the map.
4. The two unequipped weapon the player has.
5. The currently equipped weapon, indicated by the red rectangle.
6. The ammunition in the equipped weapon and the total amount of ammunition the player has.
7. A bar showing how much food the player has.
8. A bar showing how much hitpoints the player has.
9. The cursor / aim.

Saving and loading

Instead of starting a new game, the user can choose to continue on a saved game. All saves are named by the date and time they were created. By choosing *-New save-* a new game will be started, or a new save file created if the user was saving.

