

Contributions

Group Member	Contribution
MUHAMMAD ARIEF FAHMI BIN SYAHRIL ANUAR	<ul style="list-style-type: none">● Change all the code into function.● Assign alien health and zombies.● Randomise the position of elements inside the grid box.
AHMAD DANISH IZZUDDIN BIN MOHD ANAS ZAHARI	<ul style="list-style-type: none">● Make the movement of the alien.● Change the direction of the arrow.● Implement the attribution for the each element inside the grid box
SIVAHARRIHARANN A/L RAMANATHAN	<ul style="list-style-type: none">● Making a grid box for the gameplay.● Designing the user interface of the code.● Do documentation and video.

Problems Encountered and Solutions

1) Making grid box

Solution : Using 3D vector

2) Movement of the alien

Solution : Implement the vector in the movement to make the alien update the grid every time it moves.

3) Making sure alien health always higher from the zombie

Solution: By using randomise, we always put the alien's health 20 higher than the zombie health.

4) Represent zombie in the grid box with integer

Solution : By using loop, we are able to print the zombie as integer in the grid box.

5) At first, we put all the loops in one function.

Solution : we create a lot of functions to store the loops, so it is easier for us to access.