



PROGRAMMING FUNDAMENTAL (TCP1101)

TRIMESTER 1, 2022/2023

ASSIGNMENT

USER MANUAL

ALIEN VS ZOMBIE

LECTURE SECTION:

TC1V

TUTORIAL SECTION:

TT10L

GROUP MEMBERS:

No	Student ID	Name	Phone Number	Email
1	1211103286	AHMAD DANISH IZZUDDIN BIN MOHD ANAS ZAHARI	016-6319282	1211103286@stud ent.mmu.edu.my
2	1211100528	MUHAMMAD ARIEF FAHMI BIN SYAHRIL ANUAR	012-4445379	1211100528@stud ent.mmu.edu.my
3	1211101643	SIVAHARRIHARANN A/L RAMANATHAN	010-5090887	1211101643@stud ent.mmu.edu.my

USER MANUAL

Assignment (Part 1 & 2)

```
=====(>-<)=====
|WELCOME TO GAME ALIEN VS ZOMBIE|
=====(>-<)=====

Please enter your name: siva

=====(>-<)=====
|WELCOME siva TO GAME ALIEN VS ZOMBIE|
=====(>-<)=====

Do you want to start the game (Y/N) :
```

- 1) When you run the code, you will be asked to enter your name, and then you will be prompted with the option to start the game or exit. Enter "Y" to start the game or "N" to exit.

```
=====(>-<)=====
|WELCOME TO GAME ALIEN VS ZOMBIE|
=====(>-<)=====

Please enter your name: siva

=====(>-<)=====
|WELCOME siva TO GAME ALIEN VS ZOMBIE|
=====(>-<)=====

Do you want to start the game (Y/N) :n
Are you sure you want to exit? (Y/N) :y

C:\Users\Sivaharriharann\Desktop\PF\alien and zombie (master)
```

- 2) If you enter "N," you will be prompted again to confirm if you want to exit or start the game and if you enter "Y" for exit the game will end .

```
Do you want to start the game (Y/N) :y
Have Fun!! :)
Please customise the setting of the game first

-----
Default Settings!
-----
Number Of Rows : 5
Number Of Columns : 7
Number Of Zombie : 3
Do you want to proceed with this setting (Y/N):
```

- 3) If you choose to start the game, you will be asked if you want to customise the settings or use the default settings.

```
Do you want to start the game (Y/N) :y
Have Fun!! :)
Please customise the setting of the game first

-----
Default Settings!
-----
Number Of Rows : 5
Number Of Columns : 7
Number Of Zombie : 3
Do you want to proceed with this setting (Y/N):
N
Please customise the setting of the game first

Enter the number of rows: 5
Enter the number of columns: 9
Enter the amount of zombies that you want: 3
```

- 4) If you choose to customise the settings, you will be prompted to enter the number of rows and columns, and the number of zombies in the game. You must enter an odd number for both rows and columns. You can choose to have 2-9 zombies in the game. If you enter an invalid input, the program will ask you to enter a valid input.

```
Enter the amount of zombies that you want: 3

  1  2  3  4  5  6  7  8  9
-----
1 | v| <| P| 1| R| P| ^| <| P|
-----
2 | H| R| R| R| H| R| >| H| v|
-----
3 | <| R| <| >| A| H| <| P| P|
-----
4 | v| v| P| ^| H| 2| ^| ^| v|
-----
5 | >| v| 3| R| ^| ^| ^| v| R|
-----
Alien Health :119
Zombie Health :92

The options for moving the alien are: up, down, left, right

Enter the direction that you want to move (or enter = menu): █
```

5) Once you have customised the settings, the game will start, and you will see a grid with aliens, zombies, and the player's position represented by the letter "A." The grid will also have letters that represent the borders and spaces in the grid. To move the player, you can enter "up" to move up, "down" to move down, "left" to move left, and "right" to move right. You will be asked to enter your move after each turn. You must enter a valid input; otherwise, the program will ask you to enter a valid input.

Commands:

Start - to go back to moving the alien

arrow - Switch the direction of an arrow object

save - Save the current game to a file

load - Load a saved game from a file

quit - Quit the game while still in play

	1	2	3	4	5	6	7
1	R	<	R	P	<	v	<
2	<	<	v	^	>	<	v
3	<	P	<	A	<	>	<
4	1	>	>	R	<	<	>
5	v	H	^	>	>	<	2

Alien - Health: 43, Attack: 15

Zombie 1 - Health: 16, Range: 3, Attack: 5

Zombie 2 - Health: 16, Range: 3, Attack: 5

Zombie 3 - Health: 16, Range: 3, Attack: 5

The options for moving the alien are: up, down, left, right

Enter the direction that you want to move (or enter = menu):

6) when the user faces any difficulties in playing the game. The user can type "menu" to get the list of the commands for the whole game.

```
Enter the direction that you want to move (or enter = menu): menu
```

```
Enter command(To see more info type = help):
```

```
arrow
```

```
Arrows found in the following positions:
```

```
Row: 1, Column: 2, Direction: <
```

```
Row: 1, Column: 5, Direction: <
```

```
Row: 1, Column: 6, Direction: v
```

```
Row: 1, Column: 7, Direction: <
```

```
Row: 2, Column: 1, Direction: <
```

```
Row: 2, Column: 2, Direction: <
```

```
Row: 2, Column: 3, Direction: v
```

```
Row: 2, Column: 4, Direction: ^
```

```
Row: 2, Column: 5, Direction: >
```

```
Row: 2, Column: 6, Direction: <
```

```
Row: 2, Column: 7, Direction: v
```

```
Row: 3, Column: 1, Direction: <
```

```
Row: 3, Column: 3, Direction: <
```

```
Row: 3, Column: 5, Direction: <
```

```
Row: 3, Column: 6, Direction: >
```

```
Row: 3, Column: 7, Direction: <
```

```
Row: 4, Column: 2, Direction: >
```

```
Row: 4, Column: 3, Direction: >
```

```
Row: 4, Column: 5, Direction: <
```

```
Row: 4, Column: 6, Direction: <
```

```
Row: 4, Column: 7, Direction: >
```

```
Row: 5, Column: 1, Direction: v
```

```
Row: 5, Column: 3, Direction: ^
```

```
Row: 5, Column: 4, Direction: >
```

```
Row: 5, Column: 5, Direction: >
```

```
Row: 5, Column: 6, Direction: <
```

```
Enter the row and column of the arrow you want to change (e.g. 2 3): 
```

7) When the user wants to change the direction of the arrow, the user can type “menu” the “arrow” to change the arrow. The user have to type the coordinate of the board so the user can change the specific arrow.

```

Enter the row and column of the arrow you want to change (e.g. 2 3): 1 2
Enter the new direction (up = ^, down = v, left = <, right = >): v
Arrow changed successfully.

```

```

      1   2   3   4   5   6   7
-----
1 |  R|  v|  R|  P|  <|  v|  <|
-----
2 |  <|  <|  v|  ^|  >|  <|  v|
-----
3 |  <|  P|  <|  A|  <|  >|  <|
-----
4 |  1|  >|  >|  R|  <|  <|  >|
-----
5 |  v|  H|  ^|  >|  >|  <|  2|
-----

```

```

Alien - Health: 43, Attack: 15
Zombie 1 - Health: 16, Range: 3, Attack: 5
Zombie 2 - Health: 16, Range: 3, Attack: 5
Zombie 3 - Health: 16, Range: 3, Attack: 5
The options for moving the alien are: up, down, left, right

```

```

Enter the direction that you want to move (or enter = menu): 

```

8) In the image above we can see that the particular arrow changed the direction as the user mentioned.

```

Enter the direction that you want to move (or enter = menu): up

```

```

Zombie health decrease by 10
      1   2   3   4   5   6   7
-----
1 |  R|  v|  R|  A|  <|  v|  <|
-----
2 |  <|  <|  v|  P|  >|  <|  v|
-----
3 |  <|  P|  <|  |  <|  >|  <|
-----
4 |  1|  >|  >|  R|  <|  <|  >|
-----
5 |  v|  H|  ^|  >|  >|  <|  2|
-----

```

```

Alien - Health: 43, Attack: 15
Zombie 1 - Health: 6, Range: 3, Attack: 5
Zombie 2 - Health: 6, Range: 3, Attack: 5
Zombie 3 - Health: 6, Range: 3, Attack: 5
The options for moving the alien are: up, down, left, right

```

```

Enter the direction that you want to move (or enter = menu): 

```

9) When the command was up the alien moved up as the command. So these will happen for every command which is down, left and right.

```
Alien Found Mystic Ball, Alien Health increase by 5
```

```
      1   2   3   4   5   6   7
-----
1 | P| <| <| >| H| ^| H|
-----
2 | 1| v| H|   | 3| P| H|
-----
3 | v| P|   |   | <| ^| <|
-----
4 | <| <| 2|   | v| ^| >|
-----
5 | ^| A|   |   | ^|   | P|
-----
```

```
Alien - Health: 124, Attack: 18
```

```
Zombie 1 - Health: 75, Range: 1, Attack: 9
```

```
Zombie 2 - Health: 75, Range: 1, Attack: 9
```

```
Zombie 3 - Health: 75, Range: 1, Attack: 9
```

```
The options for moving the alien are: up, down, left, right
```

```
Enter the direction that you want to move (or enter = menu):
```

10) When the alien hits the “H” which is the health, the health of the alien will increase by 5. The same thing will repeat each time the alien hits the “H”.

```
Alien - Health: 86, Attack: 10
```

```
Zombie 1 - Health: 62, Range: 4, Attack: 8
```

```
Zombie 2 - Health: 62, Range: 4, Attack: 8
```

```
Zombie 3 - Health: 62, Range: 4, Attack: 8
```

```
The options for moving the alien are: up, down, left, right
```

```
Enter the direction that you want to move (or enter = menu): menu
```

```
Enter command(To see more info type = help):
```

```
save
```

```
This Component has not been implemented yet
```

11) When the user wants to save, load or quit from the game, we need to command the menu first then only can do these things. But we are so sorry unfortunately we didn't implement the save and load component in this game yet.


```

Alien - Health: 86, Attack: 10
Zombie 1 - Health: 62, Range: 4, Attack: 8
Zombie 2 - Health: 62, Range: 4, Attack: 8
Zombie 3 - Health: 62, Range: 4, Attack: 8
The options for moving the alien are: up, down, left, right

Enter the direction that you want to move (or enter = menu): menu

Enter command(To see more info type = help):
load

This Component has not been implemented yet

```

11) When the user wants to load, they also have to repeat the same thing I mentioned in step 10.

```

      1   2   3   4   5   6   7
-----
1 | P| <| <| >| H| ^| H|
-----
2 | 1| v| H|   | 3| P| H|
-----
3 | v| P|   |   | <| ^| <|
-----
4 | <| <| 2|   | v| ^| >|
-----
5 | ^| A|   |   | ^|   | P|
-----
Alien - Health: 124, Attack: 18
Zombie 1 - Health: 75, Range: 1, Attack: 9
Zombie 2 - Health: 75, Range: 1, Attack: 9
Zombie 3 - Health: 75, Range: 1, Attack: 9
The options for moving the alien are: up, down, left, right

Enter the direction that you want to move (or enter = menu): quit

Invalid command, please enter up, down, left, right
Alien - Health: 124, Attack: 18
Zombie 1 - Health: 75, Range: 1, Attack: 9
Zombie 2 - Health: 75, Range: 1, Attack: 9
Zombie 3 - Health: 75, Range: 1, Attack: 9
The options for moving the alien are: up, down, left, right

Enter the direction that you want to move (or enter = menu): menu

Enter command(To see more info type = help):
quit

Thanks for playing! Exiting the game...

```

12) When the user wants to quit from the game they have to command the menu first then can quit from the game as in the image above.