



# **The Walking Dead**

## **Stimulation**

Maaneth De Silva

Ms. Abram

ICS4U

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User's Guide

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## **Backstory:**

The game is based on the tv show *The Walking Dead*. Your name is Rick Grimes and you wake up in a hospital bedroom with the door barred closed after waking up from a coma during a zombie apocalypse. The zombies are called walkers by the media because a virus has infected all of humanity causing them to wake up after their death as a walking dead human being.

## **Character outline:**

### Description

Rick Grimes is a former cop who fell into a coma. When he woke up in a hospital room, he learned that a virus is causing a zombie apocalypse.

### Goal

Your goal is to find ur wife and son, Lori and Carl Grimes, who are located at a safe house about a 3-hour drive away from where you are, therefore you must find an operating vehicle and the directions to the safe house.

## **List of Controls**

### **Basic controls**

You will have these options no matter where you go in the game.

#### 1. MENU

- Pulls up the list of options the user has. It can help the user if they are not sure what to do. The menu options change depending on the location and actions of the user.

#### 2. INFO

- Gives the user a brief description of the guide, rules, and objective of the game.

#### 3. LOOK AROUND

- Gives you brief description of your situation.

#### 4. TAKE OUT

- Allows you to take an object out of your backpack and use it.

5. PUT IN

- Allows you to put an object into your backpack so you can carry it to different places.

**Circumstantial controls**

The additional controls you will get in our menu as you move around or make decisions. Here are some examples:

6. GO NORTH, SOUTH, EAST, WEST

- Helps you move around a room

7. CLIMB INTO VENT

- Allows you to enter the vent system which is helpful to move around

8. OPEN DOOR

- Lets you enter another room

9. CUT THE CHAINS

- Lets you enter into the living room by cutting the chains

**Hints of Successful Gameplay**

The game allows you to display the guide whenever with INFO. This will display:

**WELCOME TO THE WALKING DEAD STIMULATION**

Guide (type in "Info" to show this again)

1. Make sure to always check your menu by typing "Menu". The menu will give you hints on what to do next as the options change based on every action and change in position.
2. You must take an item out of your backpack to use it. The backpack helps you hold onto objects and move between rooms.
3. Beware of motorcycle gang members and walkers they are extremely dangerous. You can hide from gang members but you cannot outrun them.

4. Your backpack can only carry a maximum of 5 objects.
5. Your objective is to find a car and get to your family without dying.

When you start to find useful objects such as car keys and a GPS tracker, you will know that you're playing successfully. It is important that you explore all your options in the game and keep checking your menu. The menu gives you hints on what you can and cannot do in certain situations and areas.

### **Additional Features**

The game has a vent system that allows you to move into different locations of the building. It is the only way to escape the saferoom and enter the office study.

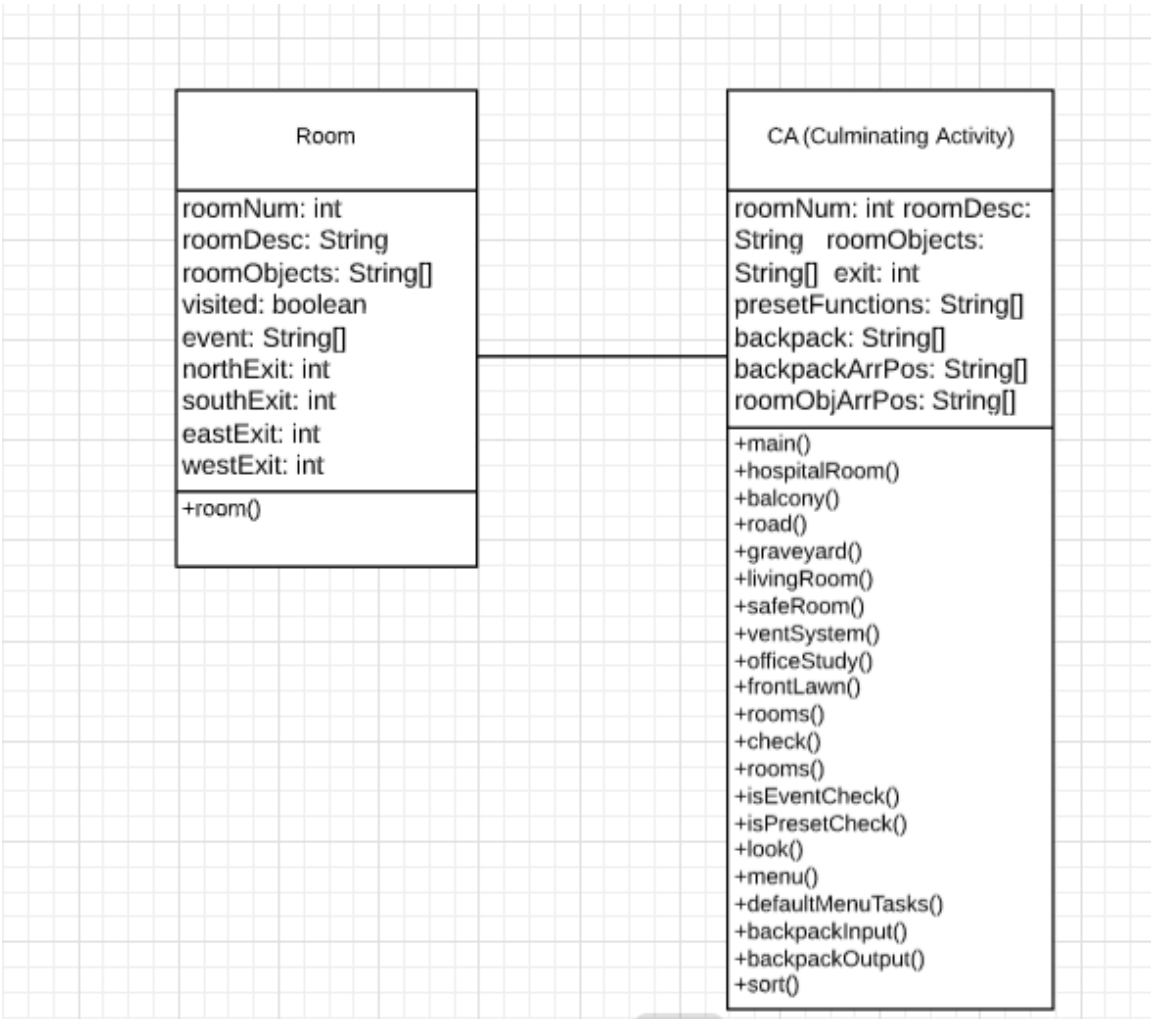
In order to get the GPS, you must save an old man from diabetic shock and he will give you one in return. The insulin can only be found in the saferoom.

### **Troubleshooting**

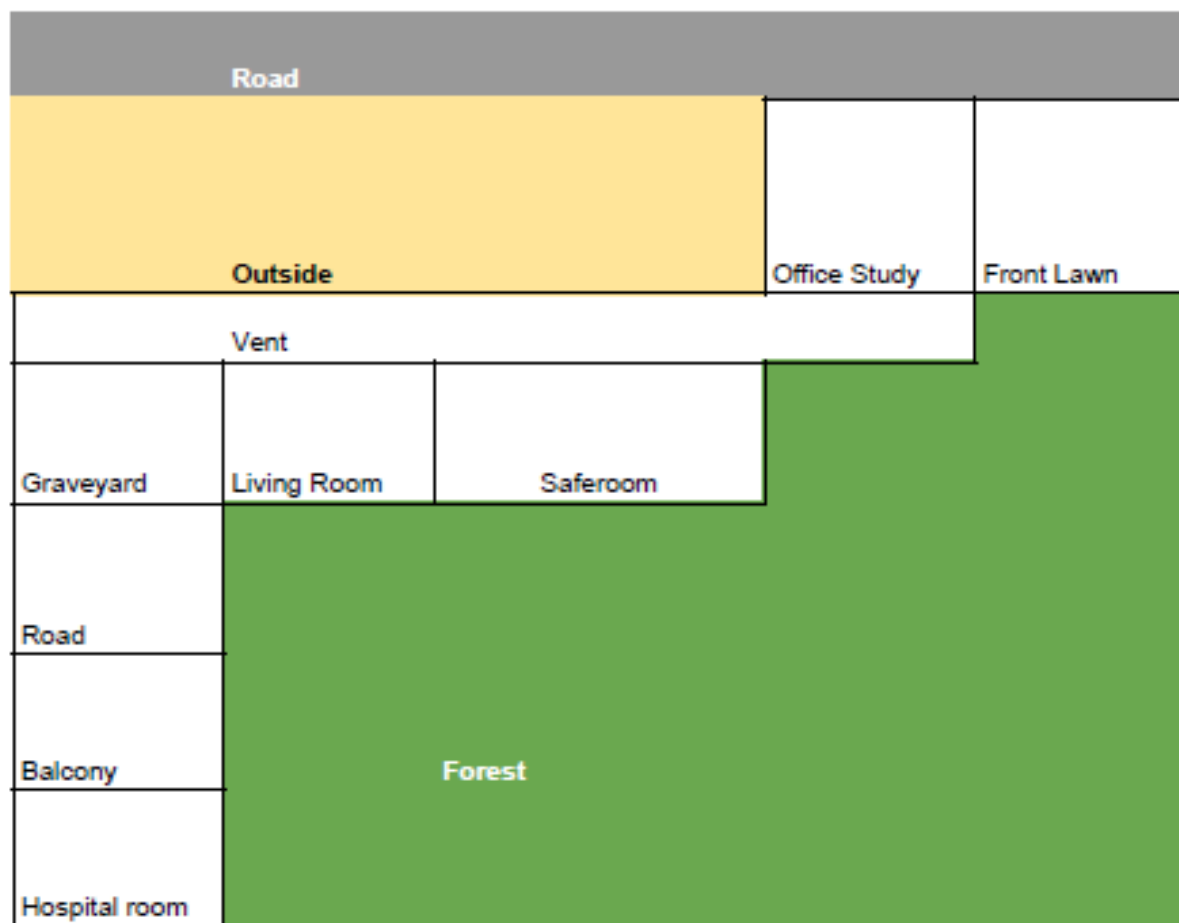
- When entering the pin for the safe, it can only accept an integer value, or the game will crash.
- If you take out an object and move to a different location, the room objects available for pick up may update and cause you to lose the object forever. To avoid this, do not unnecessarily take out essential items. Take out an object only when it is absolutely necessary.
- If the user gets lost or frustrated, they should move around the room and keep entering "Menu" to see what options are available.

Programmers Guide

UML Diagrams



## Map



### Important objects (with location)

- Car keys - office study
- Pocket knife - balcony
- DVD - graveyard
- Chain cutters - graveyard
- Insulin shot - saferoom
- GPS - living room

### **Known Errors**

- The one remaining insulin shot can be put into bag more than once. If I had more time, I would make a boolean statement so that when insulin is received, the boolean turns true and stops the user from taking more than one.
- The user is free to enter the front lawn without finding the keys in the office study. If I had more time, I would make more hints to show that the keys are in the safe.