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Project Name: Zombie-Shooter Game

V Semester Project.

My project for the 5th semester is a game developed in c#. It is named zombie-shooter.

Though the idea is not my own, I found it on a website, reference is given at the end.

But it’s not the exact copy. I did watched the guideline video, due to which many things may match, but I did not just copy pasted the source code. I coded the entire game and understood it, and later I added my own additional features to it.

The game when starts will prompt you to a cover page. On it, you will find:

1. A textbox to enter your username. It will still start even if you don’t provide username (for this reason the username is kept as optional parameter), it’s only needed if you want your high-score to be recorded in database by your name.

**Note**: It is my own addition to the game.

1. You will find an option to choose between two players.
   1. If you don’t choose the player, By-default player1 (the one on the left) will be selected.
      1. With player1, you only have a player with gun.

**Note**: This is part of original game not my addition.

* 1. Else, the one you select will be the player.
  2. If you select player2, you will have the option to:
     1. Play with gun, which will shoot the zombie dead with one bullet.
        1. The size of bullet is different from bullets of pistol, giving a feel of big gun bullets.
     2. Play with pistol, which will shoot the zombie dead with 2 bullets.
        1. Bullet size is small for pistol.

**Note**: (b and c) are both my own additions to the game.

1. You will also see a button for either play or quit.
   1. By pressing play, the game will start.
   2. By pressing quit, the application will close.

**Note**: This is my own addition to the game.

1. Because the game is connected with database, you can also the 3 highest score with the username (if provided) of the player.

**Note**: This is my own addition to the game.

1. After the game starts, on screen, there are labels for:
   1. Ammos: By default there are 10 bullets, and after that you will receive 5 bullets each time you run out of ammo, unless the game ends.
   2. Kills: Display the number of kills.
   3. Health: Your health decreases if a zombie comes close to you, it is like they are attacking you.
   4. Zombies will follow the player wherever he goes.

**Note**: These are **not** my additions, but part of original game.

* 1. Lives: Initially you get 3 lives, and you are dead if lives become zero.
  2. Extra Health: To make it a little easier I have an extra health feature, you will get extra health once in a complete game, only if you lives = 1 and your health is below 50.

**Note**: (e and f) both are my own additions to the game.

1. After the game ends, you will be directed to a new form name after-Game.
2. As soon as the form loads you, if you have set a new high-score, a label will be displayed on the form congratulating you for it.
3. And your high-score will be saved and now you can see it by pressing high-score button on the Cover page.
4. After-Game pages also include a label indicating you are dead, also displays your kills.
5. And a restart button for restarting the game.
6. And a back button, redirecting you to Cover Page.
7. Apart from all these, I have also added sounds for the cover-page, giving a feel of game.
8. Also I have added sound for bullet shooting and a death cry for player, when he dies.
9. And a background sound for zombie growling as they attack the player.

**Note**: (6-14) all are my own additions to the game.

**Reference**: https://www.mooict.com/