

Zombie Land:

It is a game where character 'Dexter' has to jump otherwise he will be eaten by zombies.

Features:

- Day and night is generated automatically.
- Clouds are moving.
- Time to time, it rains automatically.
- If it's day time and it's not raining, then the sun will be visible. The sun rises at dawn and sets at evening time.
- If it's night, stars will be visible in the sky.
- The roads and the background is moving backwards to make it seem like the character is moving forward.
- If it's day, then the lights of the building will be off, if it's night then the lights will be turned on.
- Here the zombies appear randomly.
- If Dexter can't jump over the zombie, game will be over.
- Score is counted based on how much distance is covered by Dexter.

Buttons to Press:

- To jump press the 'up' button of keyboard.
- To make Dexter bigger in size, press "l".
- To make Dexter again small, press "d".
- To pause the game, press "p".
- To restart the game, press "r".