**Zombie Apocalypse**

In this game, the hero character is controlled by the player. The **main mission** of the hero is to **collect the five backpacks C:\Users\NereBM\Documents\GitHub\PythonThePythonMenace\img\items\backpack.png,** which are the supplies to survive, and then **go to the platform that will lead him to the next level** if he already has all backpacks. These are the rest of the objects involved in the game:

* **The zombies:** will chase him, and if they touch him he loses a life. There are two different types of zombies:
  + C:\Users\NereBM\Documents\GitHub\PythonThePythonMenace\img\zombies\zombie.png*Zombies* – they only have a life, so with one shoot from the hero they die
  + *Super zombies* – they have 3 lives, so to kill them they need to be shot three times. The life bar over them shows the amount of lives left. They are also slower than the ordinary zombies.

The zombies are created in random places, and they have a probability of being created every time the game loop is executed. This probability is determined by the parameter “FREQUENCY\_ZOMBIE” (out of 100).

* **The shotgun: C:\Users\NereBM\Documents\GitHub\PythonThePythonMenace\img\items\shotgun.png** if the hero grabs a shotgun, he can shoot faster and every shoot creates ten bullets in different directions. Every time the hero grab a shotgun he has six shotguns shoots, afterwards he come back to the ordinary pistol. With the ordinary pistol the shooting rate is slower and each shoots is only one bullet.
* **The heart**

The zombies, the shotguns and the hearts are created in random places, and they have an assigned probability of being created every time the game loop is executed. This probability is determined by the parameter “*FREQUENCY\_ZOMBIE”* (out of 100), “*FREQUENCY\_GUN”* (out of 1000) and “*FREQUENCY\_LIVES”* (out of 1000), respectively. These parameters can be modified in the file *setting.py*.

Every time the hero grabs a shotguns, the bullets left are display on the top right corner of the screen, right behind the life bar of the hero.