



# ZOMBIATOR

Final Project Software

2

Group 6



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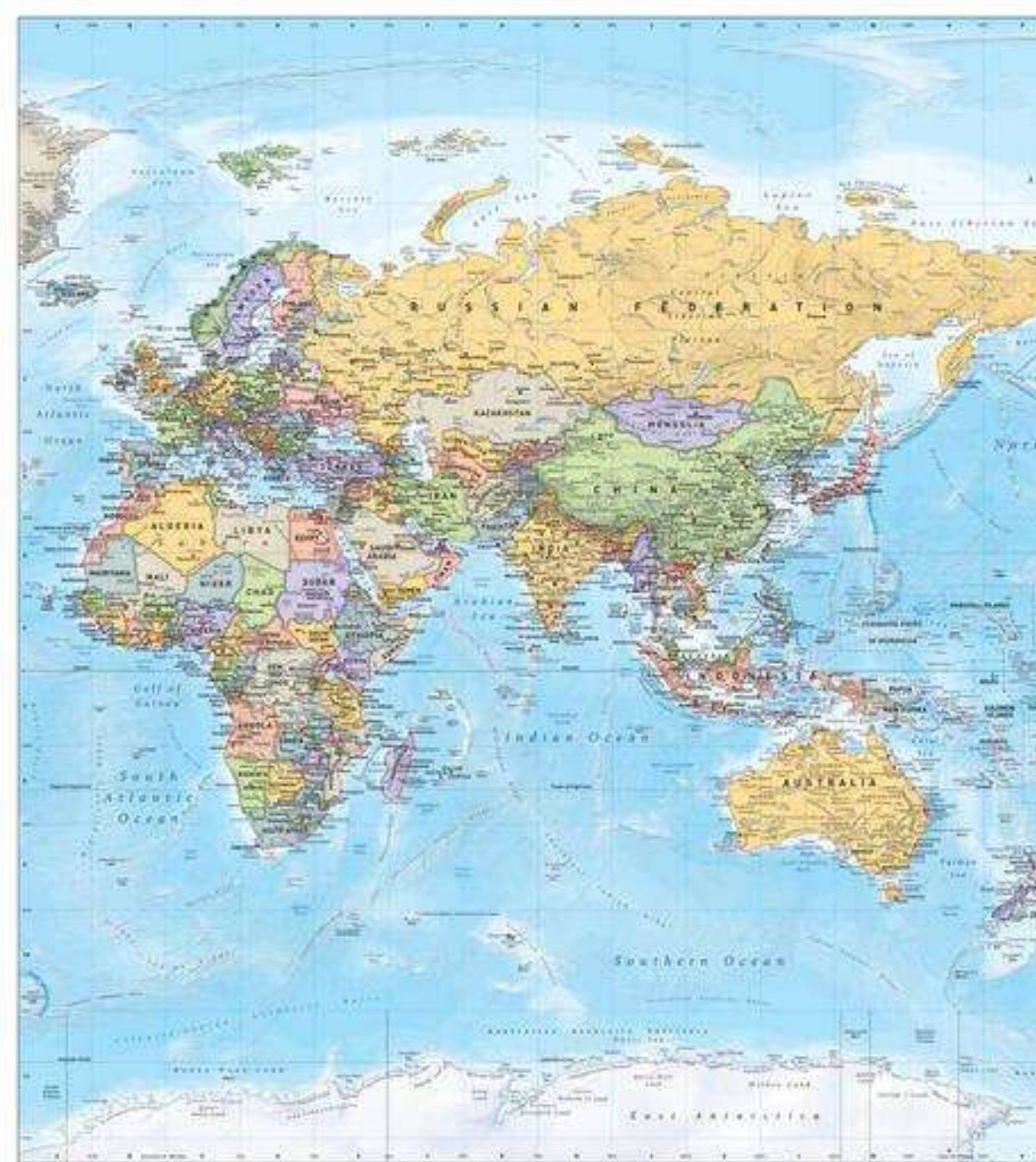
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# GAME IDEA

## Resources:

- Start with **400 weapons** and **700 energy** and **10 minutes** countdown
- Use to complete the mission in each airport
- Collect enough weapons, energy and 5 numbers for last mission in Madrid
- Run out of weapons, energy or time  
-> **Game over**

**Time Remaining**

**09 : 19**



## Your Inventory



**400**

**Weapons**



**700**

**Energy**



## Final password



Enter the final password to get the vaccine  
and save the world

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**Password Fragments Collected**



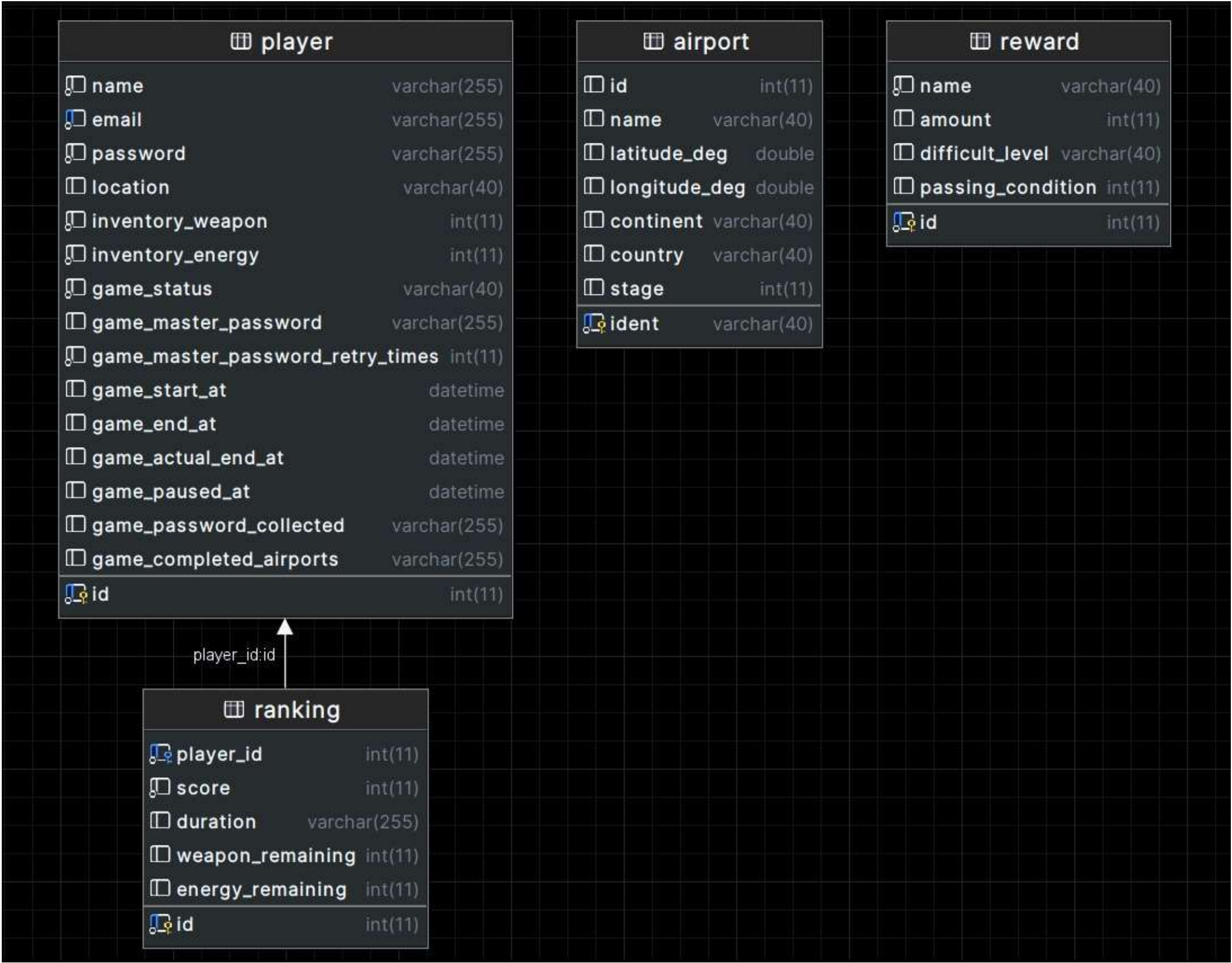
**Unlock**

# GAME IDEA

## Final password:

- After completing the final mission in Madrid, Enter the password with 5 numbers (0-9) in ascending order
- Enter for 5 times only
- Guess correctly -> get the **anti-zombie vaccine** and **save the world**
- Guess wrong after 5 times -> **Game over**

# DATABASE SOLUTIONS







# GAME DEVELOPMENT PROCESS

## Step 1

- Update game requirements, change gameplay by removing money, adding timer countdown, password for final mission, and modifying rules for more interesting and simpler gameplay

## Step 2

- Involve designing the game layout and components using PTS and Adobe Illustrator, using materials from Freepik, pictures from Google Search, animations, buttons, and the game's logo



# GAME DEVELOPMENT PROCESS

## Step 3

divided the project into 2 parts:

- **UI:** was created using HTML and CSS, with Bootstrap being used in some popups
- **Database and Backend:** The database was modified for a web browser game, using Python, Flask, and Python-dotenv for the backend. Flask-Login manages user authentication and sessions, while Flask-SQLAlchemy simplifies database operations by allowing Python objects to interact with the database.

## Step 4

- Implement JavaScript part for the game to create interaction between the player and the game interface

## Step 5

- Perform testing and fix bugs to ensure game performance



# FURTHER DEVELOPMENT IDEAS

- Improve the animations and audios of the game in each mission
- Add more types of reward, e.g. mission support item and expand the rescue region to Asia with a new kind of mission
- Research new techniques to reduce the map loading time



# THANK YOU



THE END