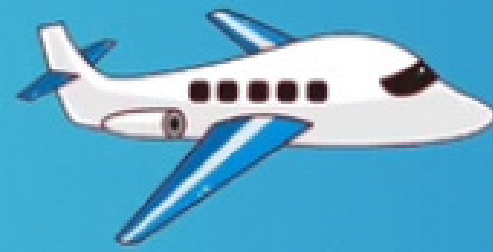


ZOMBIATOR

Preliminary Project Software 1

Group 6



Group Members

1. Nhi Dinh

2. Lihini Hewage

3. Jiayue Zheng

4. Kamonnun Silarat



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FURTHER DEVELOPMENT IDEAS



INVENTORY NEEDED:

- MONEY
- FUEL
- WEAPONS



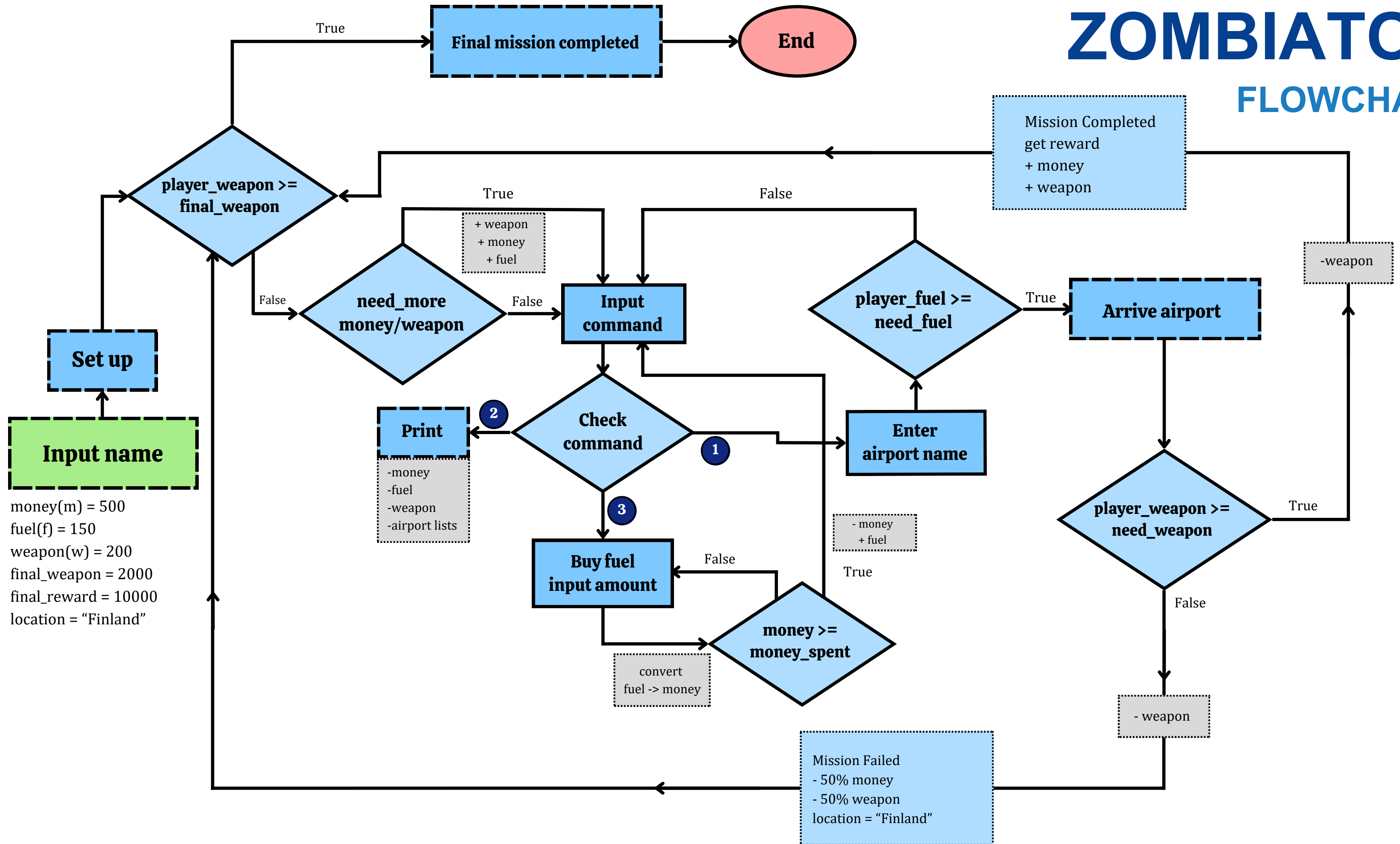
GAME IDEA

In 2025, Earth's environment is in crisis, causing a strange virus turned people into zombies. The player will play as a hero from Finland to rescue people in other trapped airports.

- **Rescue the World:** Save survivors in different countries.
- **Manage Resources:** Need money, fuel, and weapons to complete the mission
- **Face Challenges:** Each city has a different missions with random difficulty levels.
- **Earn Rewards:** Completing missions gives the player more money and weapons.
- **Unlock the Final Challenge:** Collect enough weapons to go to **Madrid**. Completing the mission then gets huge rewards and becomes a hero.

ZOMBIATOR

FLOWCHART



ZOMBIATOR PSEUDOCODE

```
while player_weapon < final_weapon:
    max_distance = def calculate_maxdistance(player_money, player_fuel)
    dict_distance = def get_dict_distance(current_location)
    if def need_more_money or player_weapon < 50:
        player_money + 500
        player_fuel + 100
        player_weapon + 200
    command = input()
    if command = 2:
        print player_money, player_fuel, player_weapon
        print def list_airport
    if command = 3:
        while True:
            amount = input()
            spent_money = def convert_fuel_money(amount)
            if player_money >= spent_money:
                player_money -= spent_money
                player_fuel += amount
                break
```

DATABASE

airport	
id	int(11)
name	varchar(40)
latitude_deg	double
longitude_deg	double
continent	varchar(40)
country	varchar(40)
gps_code	varchar(40)
iata_code	varchar(40)
local_code	varchar(40)
ident	varchar(40)

reward	
name	varchar(40)
min_amount	int(11)
max_amount	int(11)
difficult_level	varchar(40)
passing_condition	int(11)
id	int(11)















player	
name	varchar(255)
location	varchar(40)
id	int(11)

player_id: id

ranking	
player_id	int(11)
score	double
id	int(11)

	id	name	min_amount	max_amount	difficult_level	passing_condition
1	1	money	300	500	easy	50
2	2	money	500	700	normal	150
3	3	money	700	2000	hard	300
4	4	weapon	50	200	easy	50
5	5	weapon	200	700	normal	150
6	6	weapon	700	2500	hard	300

ZOMBIATOR FUNCTION LIST

-  calculate_distance.py
-  calculate_maxdistance.py
-  convert_fuel_money.py
-  dbconnection.py
-  fuel_consume.py
-  game_story.py
-  get_dict_airportcoordinate_by_country.py
-  get_dict_distance.py
-  list_airport.py
-  main.py
-  need_more_money.py
-  need_weapon_and_reward.py
-  player.py
-  ranking.py

get_dict_airportcoordinate_by_country()

```
'Belgium' : (50.901401519800004, 4.48443984985)
'Germany' : (52.351389, 13.493889)
'Estonia' : (59.41329956049999, 24.832799911499997)
'Finland' : (60.3172, 24.963301)
'Netherlands' : (52.308601, 4.76389)
'Denmark' : (55.7402992249, 9.15178012848)
'Luxembourg' : (49.6233333, 6.2044444)
'Norway' : (60.2934, 5.21814)
'Poland' : (54.377601623535156, 18.46619987487793)
'Sweden' : (57.662799835205, 12.279800415039)
'Latvia' : (56.92359924316406, 23.971099853515625)
'Lithuania' : (54.634102, 25.285801)
'Spain' : (28.4527, -13.8638)
'Albania' : (41.4146995544, 19.7206001282)
'Croatia' : (45.7429008484, 16.0687999725)
'Falkland Islands' : (44.8283, -0.715556)
'Greece' : (37.936401, 23.9445)
'Hungary' : (47.42976, 19.261093)
'Italy' : (37.466801, 15.0664)
'Slovenia' : (46.223701, 14.4576)
'Czech Republic' : (50.1008, 14.26)
'Malta' : (35.857498, 14.4775)
'Austria' : (48.110298, 16.5697)
'Portugal' : (37.0144004822, -7.96590995789)
'Switzerland' : (46.23809814453125, 6.108950138092041)
'Slovakia' : (48.17020034790039, 17.21269989013672)
```

get_dict_distance(current_location)

```
'Iceland': 2453.0
'Belgium': 1651.0
'Germany': 1132.0
'Estonia': 101.0
'Netherlands': 1525.0
'Denmark': 1060.0
'Luxembourg': 1680.0
'Norway': 1088.0
'Poland': 768.0
'Sweden': 785.0
'Latvia': 382.0
'Lithuania': 633.0
'Albania': 2133.0
'Croatia': 1725.0
'Falkland Islands': 2420.0
'Greece': 2490.0
'Hungary': 1481.0
'Italy': 2636.0
'Slovenia': 1713.0
'Czech Republic': 1322.0
'Malta': 2822.0
'Austria': 1462.0
'Portugal': 3480.0
'Switzerland': 1994.0
'Slovakia': 1441.0
```



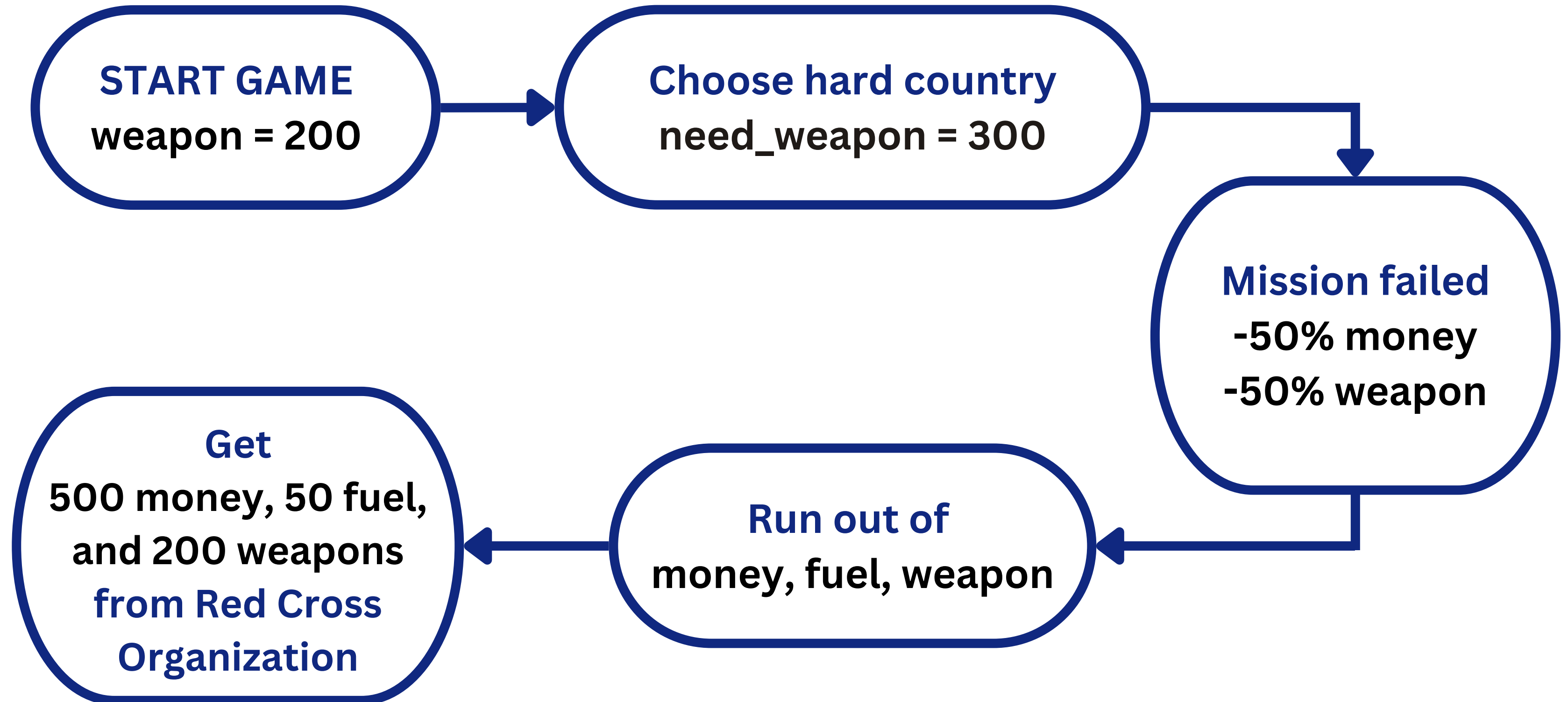
```
'Iceland' : ['normal', 537, 336, 150]
'Belgium' : ['normal', 618, 688, 150]
'Germany' : ['easy', 311, 90, 50]
'Estonia' : ['normal', 626, 356, 150]
'Netherlands' : ['hard', 1984, 1463, 300]
'Denmark' : ['hard', 1689, 2020, 300]
'Luxembourg' : ['hard', 780, 1236, 300]
'Norway' : ['hard', 1979, 2046, 300]
'Poland' : ['easy', 307, 152, 50]
'Sweden' : ['normal', 605, 533, 150]
'Latvia' : ['easy', 486, 159, 50]
'Lithuania' : ['easy', 320, 163, 50]
'Albania' : ['normal', 607, 263, 150]
'Croatia' : ['normal', 617, 362, 150]
'Falkland Islands' : ['normal', 528, 683, 150]
'Greece' : ['normal', 563, 584, 150]
'Hungary' : ['normal', 678, 504, 150]
'Italy' : ['easy', 394, 126, 50]
'Slovenia' : ['normal', 637, 313, 150]
'Czech Republic' : ['normal', 559, 547, 150]
'Malta' : ['easy', 376, 132, 50]
'Austria' : ['easy', 360, 153, 50]
'Portugal' : ['easy', 446, 116, 50]
'Switzerland' : ['easy', 366, 124, 50]
'Slovakia' : ['easy', 461, 67, 50]
```

need_weapon_and_reward()

```
def need_weapon_and_reward():
    condition_and_reward = {}
    difficult = ["easy", "normal", "hard"]

    list_country = dis.get_dict_distance("Finland")
    count = 0
    for country in list_country:
        if count == 4 and "hard" in difficult:
            difficult.remove("hard")
        difficult_level = random.choice(difficult)
        if difficult_level == "hard":
            count += 1
```

FIX-GAMEPLAY BALANCE BUG



FIX-GAMEPLAY BALANCE BUG

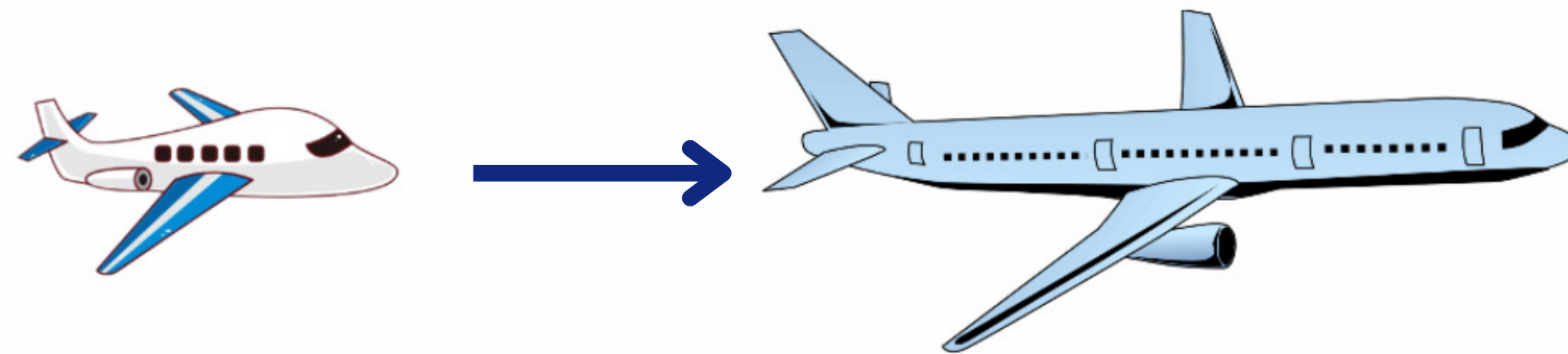
```
Estonia 101.0 km
Poland 768.0 km
Sweden 785.0 km
Latvia 382.0 km
Lithuania 633.0 km
```

```
def need_weapon_and_reward():
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        difficult_level = random.choice(difficult)
        if difficult_level == "hard":
            count += 1
```

FURTHER DEVELOPMENT IDEAS

- **1st:** After completing the final mission in Madrid, a guest password game will be added where players must enter a 5-digit password to unlock a green power seed.
- **2nd:** Add an option for choosing the electric plane instead of the old plane. The electric plane reduces fuel consumption by half and allows the player to switch from old planes to electric ones.



THANK YOU



TO BE CONTINUED