

SAVE A LIFE

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# PROJECT DESCRIPTION

THERE ARE ZOMBIES OUT IN THE CITY. YOUR MISSION IS TO ESCAPE AND NOT LETTING THEM BITE YOU. THERE IS A SAFE PATH THAT YOU ONLY NEED TO STAY INSIDE OF IT AND HAVE A CONSTANT PACE OF RUNNING IN ORDER TO RUN AWAY FROM ZOMBIES. DON'T WORRY! I HAVE MADE YOU A CONSTANT PACE AND THE ONLY THING YOU HAVE TO DO IS TO STAY INSIDE OF THE PATH AND BE CAREFUL OF NOT TOUCHING THE WALLS. IF YOU TOUCH THE WALLS, YOU WILL LOSE A LIFE. REMEMBER THAT YOU ONLY HAVE THREE LIVES. YOU CAN USE ARROW KEYS TO STAY INSIDE OF THE SAFE PATH. ASK A FRIEND TO HELP YOU KILL THE ZOMBIES BY A MOUSE CLICK ON THEM. DO NOT FORGET THAT IF THAY FIND THE PATH YOU WILL BE KILLED AND THE GAME WILL BE OVER, NO MATTER HOW MANY LIVES YOU ARE LEFT!

# PROJECT RATIONALE

“SAVE A LIFE” GAME IS A TWO-PLAYER GAME WHERE THE PLAYERS SHOULD COOPERATE TO ACHIEVE ITS GOAL. THIS GAME IS BASED ON PROCESSING CODES CONTAINING SIMPLE BUT NOT EASY CODING STRUCTURES SUCH AS CLASSES AND ARRAYS, TO NAME A FEW. THE PUNISHMENT IS DEFINED BY LOSING LIVES, WHERE THERE ARE ONLY THREE LIVES. THE SIMPLE GRAPHIC OF THE GAME MAKES IT MORE EXCITING AND THE PLAYERS CAN HAVE A FUN TIME PLAYING THIS GAME. EACH PLAYER HAS AN IMPORTANT ROLL IN THIS GAME.

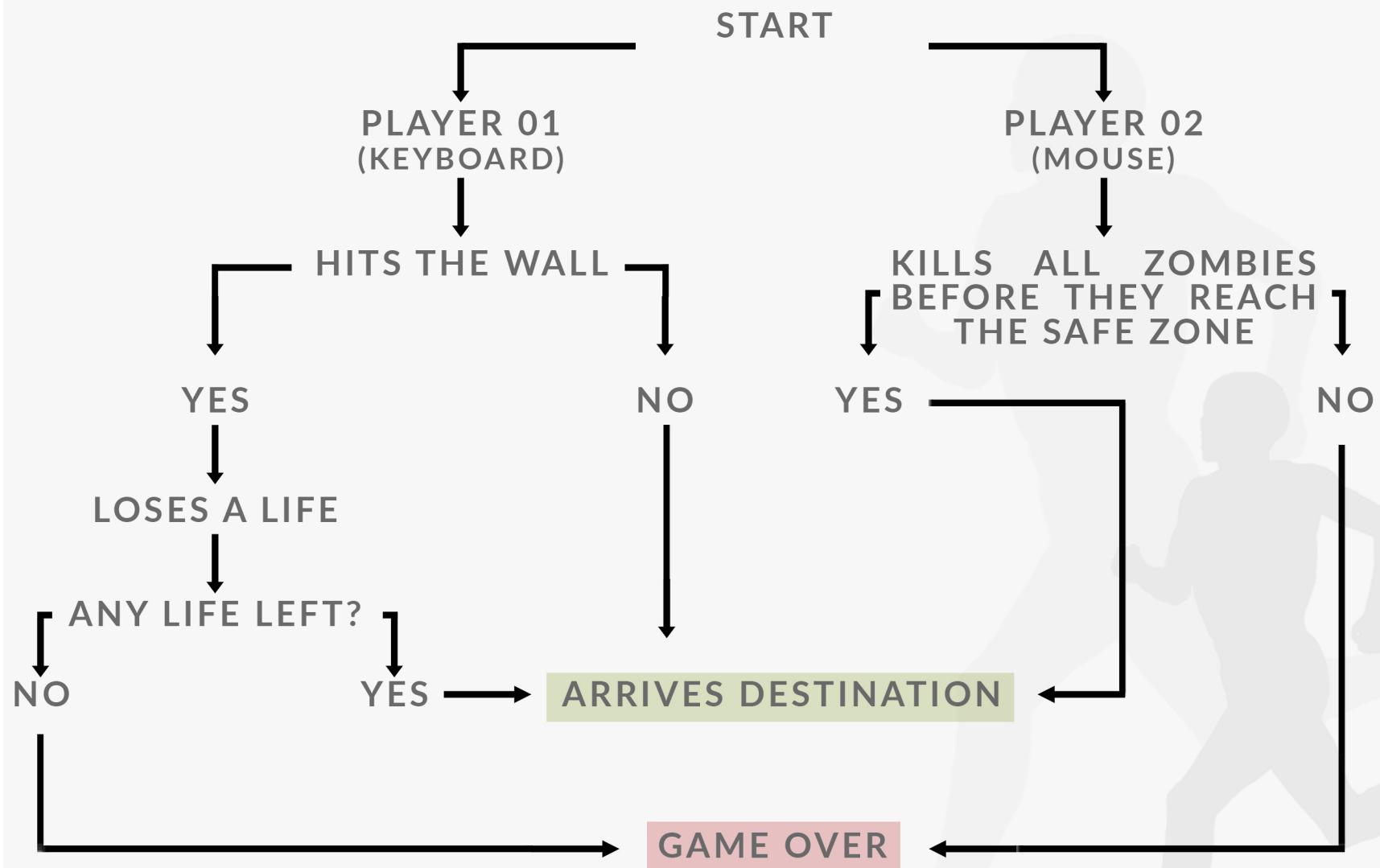
ALTHOUGH IT IS A TWO-PLAYER COOPERATIVE GAME, THE PLAYERS HAVE THE LEAST INTERACTION WITH EACH OTHER BUT EACH ONE OF THEM, PLAY AN IMPORTANT ROLL IN WINNING OR LOSING THE GAME.

# RESEARCH



THERE ARE A LOT OF SIMPLE GAMES ONLINE THAT YOU CAN PLAY FOR FREE. THEY ARE SO EXCITING AND ADDICTIVE EVEN THOUGH THEY MIGHT HAVE A VERY SIMPLE GRAPHIC DESIGN AND ALSO GAME RULES. ONE OF THESE GAMES THAT IS SO SIMILAR TO “SAVE A LIFE” IS **PAC-MAN**, A GAME THAT WE ARE ALL FAMILIAR WITH.

# FLOWCHART



# PSEUDOCODE

## CLASSES:

.RUNNER

.ZOMBIES

.LIVES

## FUNCTIONS:

.ZOMBIES RANDOM

LOCATIONS AND SPEED

.RUNNER'S INCREASING

SPEED AND MOVEMENT

.LOSING LIVES IF HIT

THE WALL

## DATA:

.ZOMBIES LOCATION

.RUNNER LOCATION

.ZOMBIES SPEED

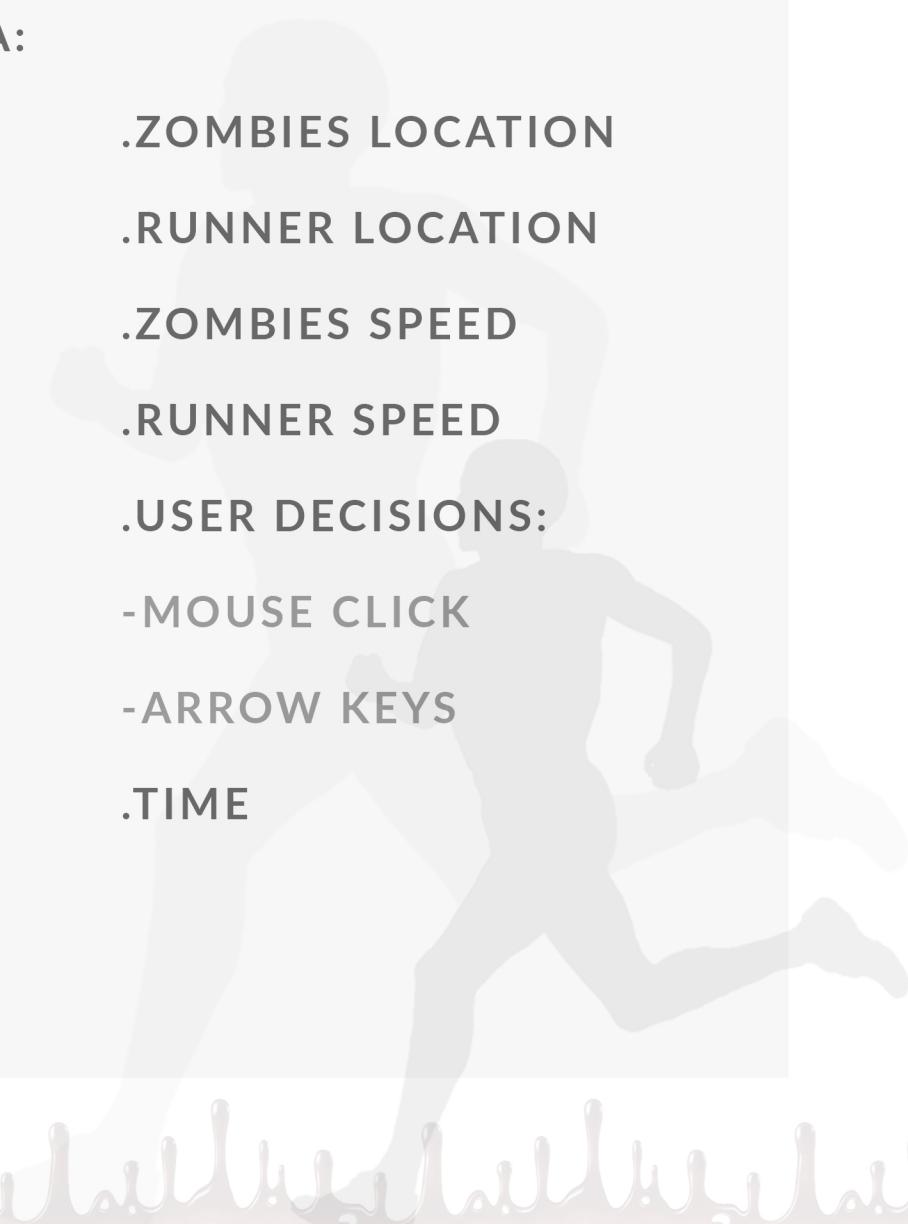
.RUNNER SPEED

.USER DECISIONS:

-MOUSE CLICK

-ARROW KEYS

.TIME



# VISUALS

