

Documentations of The Game

My game is called Zombie Run which the player played as a zombie that continuously running non-stop in the game. The arena of the game is generated randomly and infinitely, so the zombie will have a track to run without stopping, sometimes it will generate "Ramp Track", sometimes "Left Corner" or "Right Corner", sometimes "Normal Floor Tile". The props of the game is also generated randomly on the floor tile, sometimes it will generate "Bloods" and sometimes "Fire".

The goal of the game is to collect 10 "Bloods". The "Bloods" will be at randomly place on the floor. In order to collect all the 10 "Bloods", the player must be aware to avoid running into the "Fire" to prevent from losing the game. The player will explode if it runs into the "Fire", when it falls from the arena or if it runs into the wall. The game will automatically reset the position of the player and the amount of blood collected if the player loses the game. If the game is won by the player, the game will prompt the player "You Win!" onto the screen and there will be "Main Menu" button for the player to go back to the main menu.

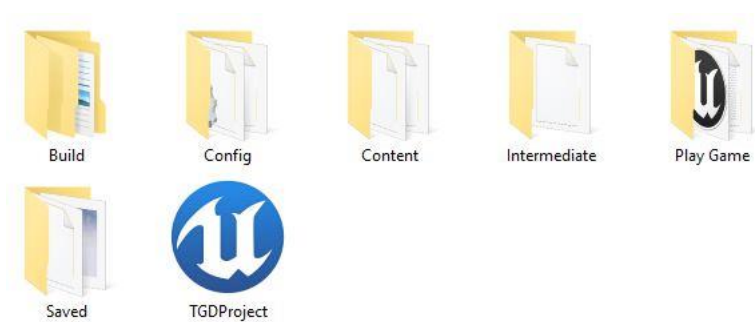
The player can control the character to run left and right by using 'A' and 'D' of the keyboard button. Also, if the character is at the corner of the wall, the player need to press the 'A' or 'D' keyboard button to turn the character and to avoid from hitting the corner wall. If the player wants to go back to main menu while the game is running, the player can do so just by pressing 'Esc' button on the keyboard.

The game will consist of 3 screen, "Main Menu", "Option" and "Play" screen. At the "Main Menu" screen there will be 3 button for player to choose, "Start Game", "Option" and "Quit Game". The "Start Game" button is for the player to navigate to "Play" screen and play the game. The "Option" button is for the player to navigate to "Option" screen and there will be instruction on how to play the game. The player can also change the resolution of the game in the "Option" screen by clicking on the size of the resolution button that they desired. In the "Option" screen the player can navigate back to "Main Menu" by clicking the "Main Menu" button. In the "Play" screen is where the player needs to control the character and play the game in order to win the game.

User Manual / Instructions



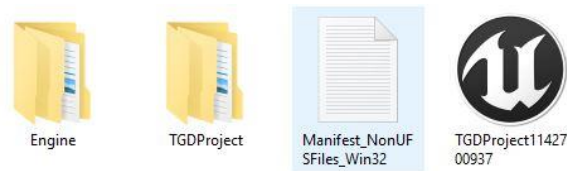
Firstly, open the “TGDProject” file inside the CD/DVD.



After opening the file, there will be 6 folder and 1 project file. To open the project inside Unreal Engine 4, double click on the “TGDProject” file with the blue Unreal Engine 4 icon.



To run the standalone executable of the game, go to the “Play Game” folder inside the “TGDProject” folder.



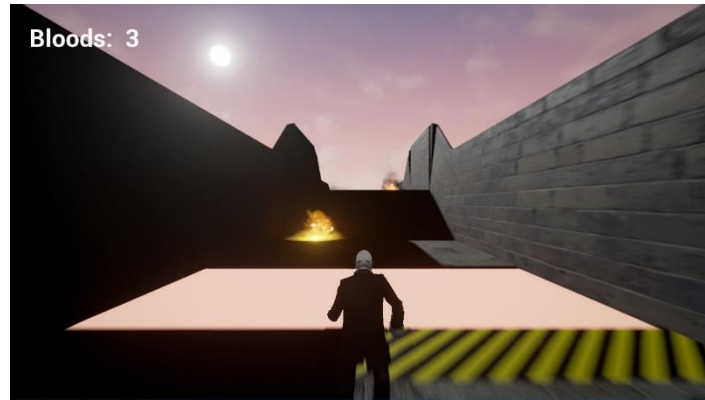
Inside the “Play Game” folder, double click on the “TGDProject1142700937” exe file to run the executable of the game.



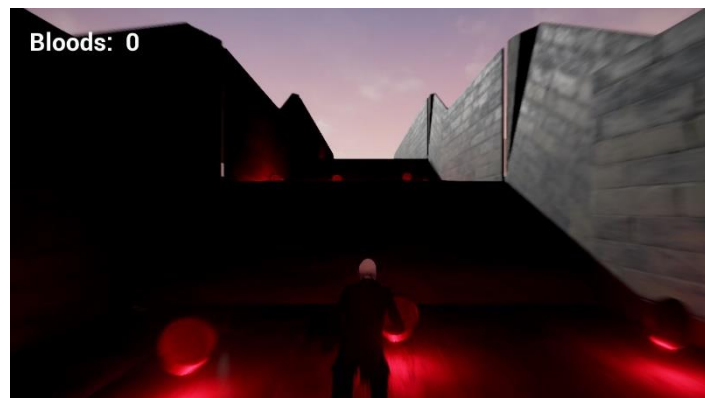
The “Main Menu” of the game will be opened as the first game window. There will be 3 button that can be clicked which are “Start Game”, “Options” and “Quit Game”. Click the “Start Game” button to go the “Play” screen. Click the “Options” button to navigate to “Options” screen. Click the “Quit Game” to exit the game.



This is the “Option” screen that contains instructions on how to play the game. There is also an option to change the resolution of the game depending on the size of the player desired. The player can navigate back to “Main Menu” screen by clicking the “Main Menu” button on the screen.



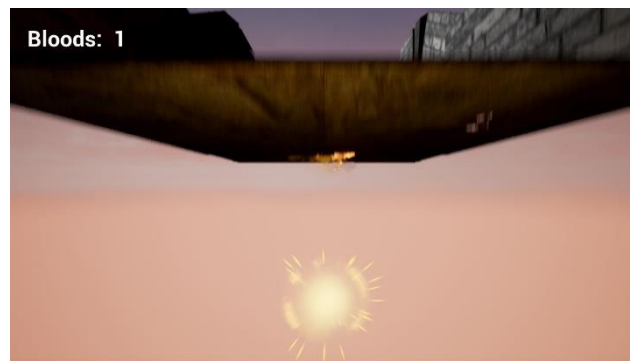
This is the play screen as mentioned earlier. The player will be able to control the character by using keyboard keys which are 'A' key and 'D' key to move the bar left and right. The player can navigate back to the main menu by pressing Esc key on the keyboard. Also, there is a continuously moving character which the player needs to pay attention to. If the character falls down, the character will explode and the player will lose the game. In order to win the game, the player needs to collect 10 "Bloods" that are scattered on the floor. There are obstacles which the player need to pay attention to.



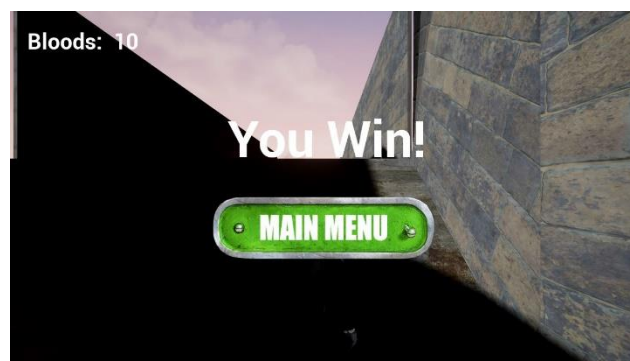
Like in the figure above, there are "Bloods" in front of the character which the player needs to collect. Collect all 10 "Bloods" in order to win the game. The placement of the "Bloods" is randomly generated.



The figure above shows that there is an obstacle in front of the character. The obstacle is called the “Fire”. If the character runs into the “Fire”, the character will explode and resulting losing the game. The game will automatically reset to the starting point and the amount of “Bloods” collected will also be reset.



This figure shows that the character has exploded due to the character falls out from the arena. This will also resulting the player to lose the game and the game will be reset.



Once all 10 “Bloods” are collected, the screen will prompt “You Win!” and there will be “Main Menu” button for the player to navigate back to “Main Menu” screen.

References

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