Modified Zombie Game

# Zombie

Zombie can be attacked by Healer. As it gets weaker, it takes longer to infect humans.

|  |  |
| --- | --- |
| **Health Points** | **Time to Attack (seconds)** |
| 10 | 1 |
| 8 | 3 |
| 6 | 5 |
| 4 | 7 |
| 2 | 4 |
| 1 | 10 |

# Healer

Healer can be attacked by Zombie. As it gets weaker, it takes longer to heal humans.

# Human

Humans can turn into Zombies and then be cured.

When a Human loses all health, it turns into a zombie with full health.

When a Zombie is fully healed, it turns into a human with 3 health.

# Code

**let** ATTACK\_TIME **=** 1000

**let** mode **=** 0

**let** strip**:** light**.**NeoPixelStrip **=** **null**

**let** health\_counter **=** 10

**let** last\_count **=** 0

**let** ZOMBIE **=** 2

**let** HEALER **=** 1

**let** HUMAN **=** 0

mode **=** HUMAN

last\_count **=** health\_counter

light**.**setAll**(**0x00ff00**)**

// Humans can turn into Zombies, and then be cured.

// When a Human loses all health, it turns into a Zombie will full health.

// When a Zombie loses all health, it turns into a Human with full health.

network**.**onInfraredReceivedNumber**(function** **(**received\_code**)** **{**

**if** **(**mode **==** HUMAN**)** **{**

**if** **(**received\_code **==** HEALER**)** **{**

health\_counter **=** health\_counter **+** 1

**}**

**if** **(**received\_code **==** ZOMBIE**)** **{**

health\_counter **=** health\_counter **-** 1

**}**

**if** **(**health\_counter **>=** 10**)** **{**

health\_counter **=** 10

**}**

**if** **(**health\_counter **<=** 0**)** **{**

mode **=** ZOMBIE

health\_counter **=** 10

light**.**setAll**(**0x00ff00**)**

**}**

**}**

**if** **(**mode **==** ZOMBIE**)** **{**

**if** **(**received\_code **==** ZOMBIE**)** **{**

health\_counter **=** health\_counter **+** 1

**}**

**if** **(**received\_code **==** HEALER**)** **{**

health\_counter **=** health\_counter **-** 1

**}**

**if** **(**health\_counter **>=** 10**)** **{**

health\_counter **=** 10

**}**

**if** **(**health\_counter **<=** 0**)** **{**

mode **=** HUMAN

health\_counter **=** 3

light**.**setAll**(**0xff0000**)**

**}**

**}**

**})**

// If health has changed, update the number of lights to match.

// Humans have green lights.

// Healers have white lights.

// Zombies have red lights.

forever**(function** **()** **{**

**if** **(**last\_count **!=** health\_counter**)** **{**

light**.**clear**()**

strip **=** light**.**onboardStrip**().**range**(**0**,** health\_counter**)**

**if** **(**mode **==** HUMAN**)** **{**

strip**.**setAll**(**0x00ff00**)**

**}**

**if** **(**mode **==** ZOMBIE**)** **{**

strip**.**setAll**(**0xff0000**)**

**}**

**if** **(**mode **==** HEALER**)** **{**

strip**.**setAll**(**0xffffff**)**

**}**

last\_count **=** health\_counter

**}**

**})**

// Zombies attack humans once every second.

// Healers heal humans once every second.

forever**(function** **()** **{**

**if** **(**mode **==** ZOMBIE**)** **{**

network**.**infraredSendNumber**(**ZOMBIE**)**

pause**(**ATTACK\_TIME**)**

**}**

**if** **(**mode **==** HEALER**)** **{**

network**.**infraredSendNumber**(**HEALER**)**

pause**(**ATTACK\_TIME**)**

**}**

**})**

## Original:

<https://learn.adafruit.com/circuit-playground-express-ir-zombie-game/overview>

## First attempt at modification:

<https://makecode.com/_02r41P39uF5w>

## Almost there:

<https://makecode.com/_YAVd4FFT3Vki>

* Needed to set health counter to 3 instead of 10 after turning into a human.
* Needed to set lights to green after turning into a human.

## Done:

<https://makecode.com/_53M264WWmPAc>