Camille Marcojos

CS 162 – Final Project

Design and Reflection

Theme: Zombie Apocalypse

The game must have at least 3 derived classes that are derived from the Space

Each representing a different type of space, and need to have a special action for the player to interact with. It can be opening the door to another space, or maybe attack the monster, or turn on the light switch, or sing a song to please the king.

Space

Room Types: laboratory, treatment room, office, cafeteria, hallway

Has a player to keep track of the location

Character

Player types: zombie, player

Board Game

Holds the spaces

Main

Control the flow of the game

Pointers

Floor 1:

* Office
  + Interaction
    - Open door
* Hallway
  + Interaction
    - Zombie attack
      * Check if visited = 0, increment visited

Floor 2:

* Cafeteria
  + Interaction
    - Find weapon

Floor 3:

* Hallway
  + Interaction = 0
    - Which Room
  + Interaction = 1
    - Zombie attack
* Treatment room 1
  + Interaction = 0
    - Pick up health pack
  + Interaction = 1
    - Pick up needle and syringe

Floor 4:

* Laboratory
  + Interaction = 0
    - Zombie attack
  + Interaction = 1

A very deadly and infectious virus has emerged and is ravaging the world. Once a person is infected with the virus, they start to exhibit rabid, animalistic characteristics. Their sole purpose is to eat and one bite from an infected individual transmits the virus to its prey. Nothing will stop them, except for a bullet to the head.

No one is safe.

You are humanity’s only hope. You are a Research Scientist at the world-renowned Centers for Disease Control and Prevention and you’re on the brink of a cure. However, the center has been compromised and infected humans are all over the facility. You’ve barricaded yourself in your office, but in order to find the missing ingredient for the cure, you must get to the laboratory on the top floor.

Navigate through the research facility but beware of infected humans. Don’t forget to pick up weapons and health packs along the way.