

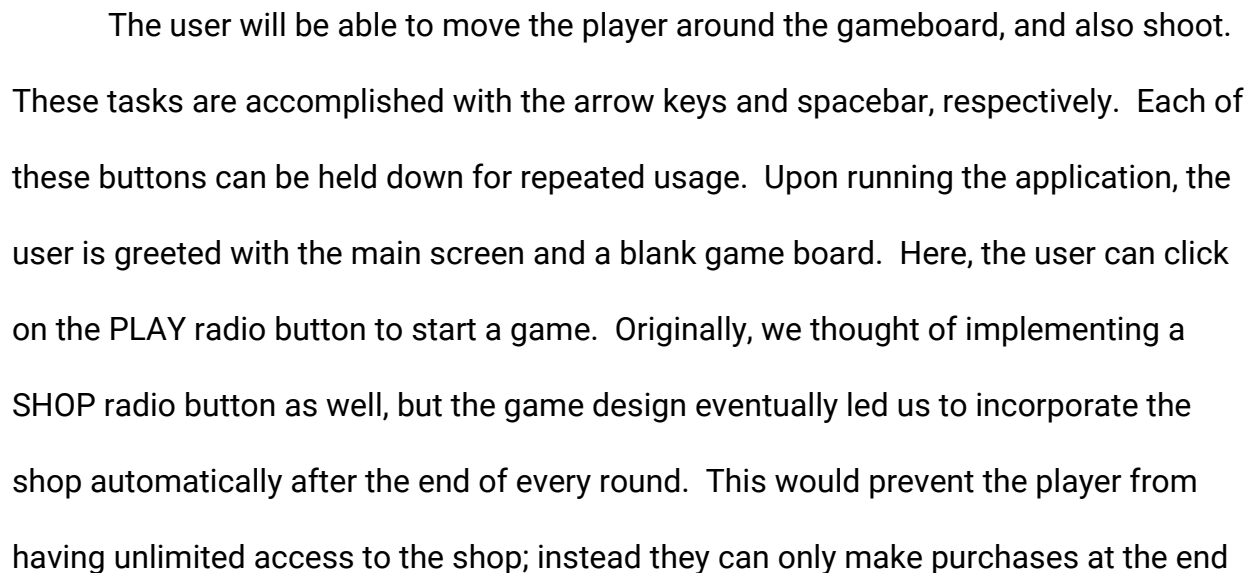
USER MANUAL



Our goal in creating this project was to have a finished product that would be a game all of us would want to play. In our opinions, we accomplished this, and believe we have made a great zombies vs. human game. We hoped to have a player with 4 possible orientations, that could move around a board, and eliminate zombies from the board. In our game, a person could easily learn how to play, and hopefully try for their personal best score almost immediately. What makes our game unique from most non-zombie vs. human games, is that you can not win. Because of this, it has seemingly infinite re-playability, and will always challenge you to be you or your friend's best score. In between rounds, the player will be able to buy some ammo, health, armor, or gun upgrades, which should help them in advancing through the levels. The motivation for

this add on was to make the game more fun, and non-repetitive after going through several rounds. It also gives the player a reason to shoot the zombies, rather than run around and avoid them for a longer “total time played” as opposed to highest round. The game becomes seemingly easier after you upgrade, but because the game progressively gets more difficult, that is not the reality. We hope that you have as much fun evading and killing zombies, as we did creating them!

We wanted to create a product that would be entertaining, yet educational for young, eager gamers. While developing their fine motor skills, children can also learn the importance saving money, and also fine tune their addition and subtraction skills in the shop window. Zombie Survival also provides endless hours of fun. We knew we would have to implement the two dimensional game board as some kind of 2d array. We then decided to organize most of the game’s main components as Pieces. Character is extended from Pieces, which is a parent to the moveable Pieces Zombies and Players. Holes and Walls are also extended from Pieces. The game board is drawn onto the screen by DrawBoard, and then the zombies and bullets are drawn on top of that with DrawZombies and DrawBullets, respectively.



of a round. An exit button is also present on the main screen, and quits the current game.