

## Zombieswarm

### Purpose/Overview

Obtain serums before you are swarmed

Give a brief, high-level description of what this piece of software will do. This is pretty much you restating the problem as you understand it.  
This pretty much implements a game

### Controls

arrow keys to move  
p to pause  
spacebar to start

### Classes

breakout  
implements all things

### 12 things

zombie-pretty much moves and if collision occurs between hero a life is lost  
hero-what you control  
human-obtain points if hero collides and saves them

bomb-collision means hero loses life  
serum-collect these to move on in the level, gain points, and win  
gunzombie-shoots bullets at direction of hero  
bullet-a bullet that if collision between hero occurs, he loses a life  
turret-standstill shooter  
hormoneincrease-increases playerspeed  
zombiestalker-stalks hero  
brain-quickens zombies if collision occurs  
Medickit-increases life of hero

### Global Data/Functions

What global data & functions do you have? Describe any pieces of your program that are not within a

class. You don't need to describe every single variable you use, but are there any global variables or functions that are integral to how your program works?

we have a the center function which sets the components of the window

flow of data will come from breakout.cpp

It will implement each "thing", paint them, check for collision, and implement actions.

How do you plan on testing your system?

I plan to test each level, check collision, check destruction.

What are the potential problem cases?

slowness

What are some nominal test cases?

check each collision of object with the hero

It's so slow because of the background