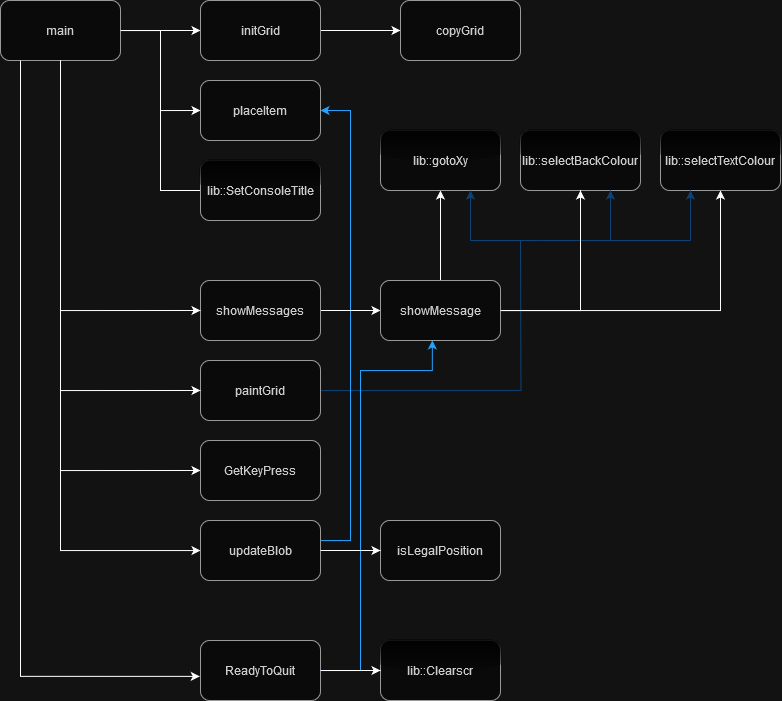
# Blob array game design doc

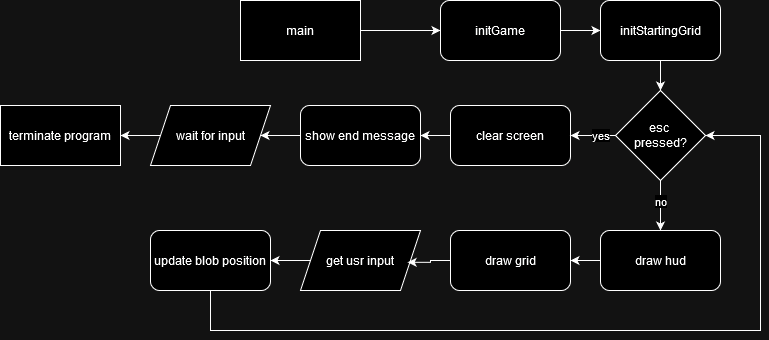
### Understanding template

In order to better understand the codebase i created a flowchart and procedure dependency for diagram for the template codebase

#### Template Procedure Dependency diagram

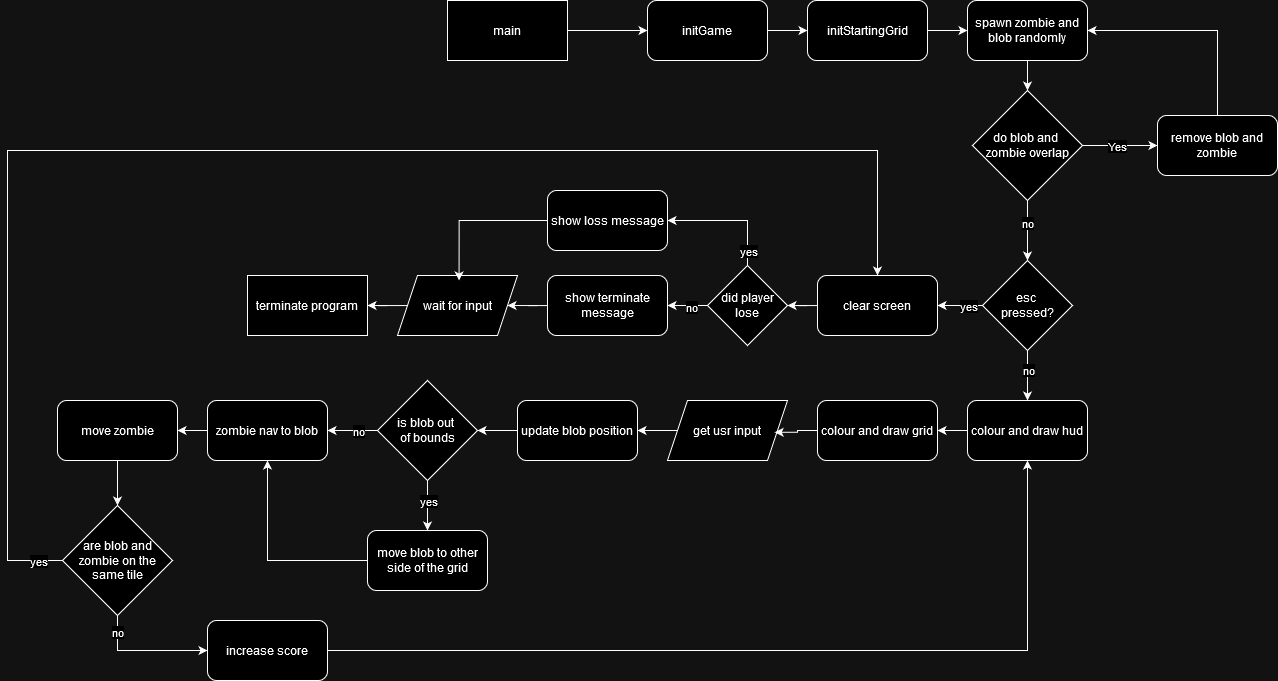


#### Template Flowchart



### Upgrading the template

In order to help me plan the changes i wanna make i made a flowchart for the program after the planned upgrades



### Implementing these upgrades

#### Required procedure additions to codebase

flipPosAtWall()

move a chose coord to the other side of the grid, so player can scroll over the other side

UpdateZomb()

update the position of the zombie

Find the direction to the player and move in that direction

psudoCode:

UpdateZomb(){

//Take the zombie position away from the players position in each axis to find the direction to move, then move 1 tile in that direction for both axis

offset = blobPos – zombPos

setOffsetDistTo1Tile(offset)

limitToGridConfines(offset)

moveZomb(zombPos+offset)

}

CheckIfDead()

Check if the player and zombie are one the same tile

pickRandomEmptyPointOnGrid()

#### Other changes planned

I would like to change the draw function to put whitespace between grid items so it has a better looking aspect ratio

Should not affect the storage of the grid

Add a “cout << GRIDSPACE;” to each item outputted in the grid

Add a GRIDSPACE const

A case for the zombie in the colour switch in PaintGrid() function

The SIZEX and SIZEY consts needs changing plus as well as the initial grid.

Score display added to hud and death message.

Randomised spawns

## Post changes

#### Post mortem