



Assignment Cover Letter

(Individual Work)

Student Information:	Surname	Given Names	Student ID Number
1.	Jovian	Eric	2201798004

Course Code	: COMP6502	Course Name	: Introduction to Programming
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Class	: L1BC	Name of Lecturer(s)	: Monica Hidajat
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Major	: CS
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Title of Assignment (if any)	:Zombie Invasion
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Type of Assignment	: Final Project
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Submission Pattern

Due Date	: 20-11-2018	Submission Date	: 20-11-2018
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The assignment should meet the below requirements.

1. Assignment (hard copy) is required to be submitted on clean paper, and (soft copy) as per lecturer's instructions.
2. Soft copy assignment also requires the signed (hardcopy) submission of this form, which automatically validates the softcopy submission.
3. The above information is complete and legible.
4. Compiled pages are firmly stapled.
5. Assignment has been copied (soft copy and hard copy) for each student ahead of the submission.

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Signature of Student:

1. Eric Jovian

(Name of Student)

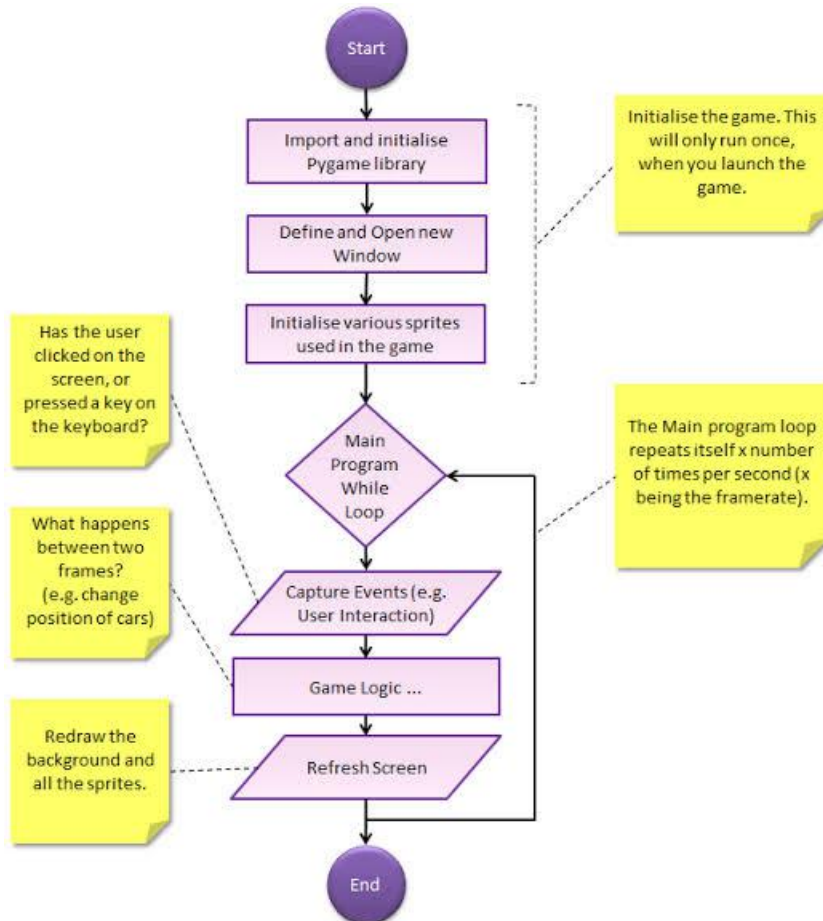
Zombie Invasion

Name :Eric Jovian
ID :2201798004

1. Description Concept:

This program is made just as an usual game. As usual game, this game is to entertain the user.
So, what this game do is: the user have to survive wave of zombie by shooting arrow towards them.
Otherwise, if the zombie touched you, you will die.

2. Design:



3. Discussion:

Implementation:

The things that were included as well as implemented within the program is Pygame.

Pygame is a cross-platform set of Python modules designed for writing games program. It includes computer graphics and sound libraries designed to be used with the python programming language.

How it works:

How the program works can be understood briefly by the flowchart within section two.

However, I will proceed to explain the steps in a more comprehensive and detailed manner.

As soon as the program starts, you will see a Main Menu window where there is 2 buttons to choose: Play or Quit

Once the "Play" button are clicked: the main loop begin. where it loop to print the zombies and the zombie will move toward the player. you should survive the zombie wave by moving away from the zombie and shoot them by mouse click.

There will be 5 wave of zombie and there will be a boss zombie on the 5th wave. after you have either died or cleaned the wave, you can click on "r" to restart or you can quit if you are satisfied enough.

Controls:

"W"=move upward

"S"=move downward

"A"=move leftward

"D"=move rightward

Class Explanation:

The most important class in this program is the bullet class where it shoot bullet from the Character toward the mouse position by mouse click. Furthermore, because of the fact that the variables within the class are private then that will guarantee that the values of the variables will not change throughout the span of the program and can only be read.

4. Evidence:

