

# User Manual

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Little Billy and his friends decided to go into the woods on Halloween with his friends instead of trick or treating this year. The friends wandered around the woods hearing owls and wolves in the distance. Frightened, they run faster and faster. The friends stumbled upon a house and they search the house for any people inside. Billy and his other friend Jimmy walk upstairs to explore when suddenly they hear their friends scream. Billy looks down the stairs and sees a Zombie walk up when he shoots him down with a pistol he found in a closet. Jimmy told Billy that it's too late for their friends and they should just get on the attic balcony. When they reached the balcony, they see a wave of zombies in the distance...

What will you do now little Billy and Jimmy?

## Startup Screen

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In this screen, you will be able to click instructions, single player mode, or multiplayer mode. It also labels the title and the credits at the bottom.

## Single Player/Multiplayer Screen



In this screen, you are little Billy, shooting the zombies that attack the house. Your HUD is at the top of the screen, which shows the house health points (defense), ammo (4 bullets with 1 second reload time), wave number, and number of kills.

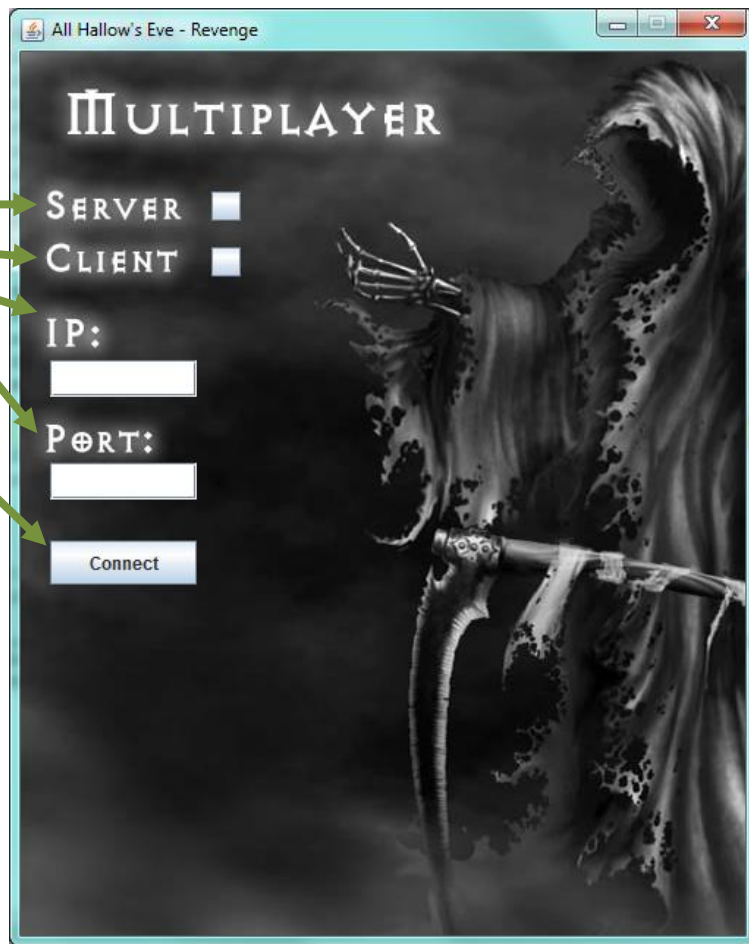
When shooting, you deal more damage to zombies when you headshot them. For the weak zombies (green), 2 headshots will kill them and 4 body shots will kill them. For the stronger zombies (gray), 4 headshots, and 8 body shots will kill them.

To win the game, you must defeat all 90 zombies. There are 9 waves in total and 10 zombies in each wave. After the 9<sup>th</sup> wave, there will be two bosses.

## Multiplayer Screen (Connecting)

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- Server
- Client
- IP Address
- Port Number
- Connect



In this screen, you will be able to choose between hosting the game (server), or joining a team (client). Once you choose either one, enter in the IP address and port number accordingly. Press “connect” once all fields are entered.

## Game Over Screen

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If you have reached this screen, you have lost the game. You may press "Main Menu" to return back to the "Main Menu Screen" to choose multiplayer or single player again.

## Win Screen

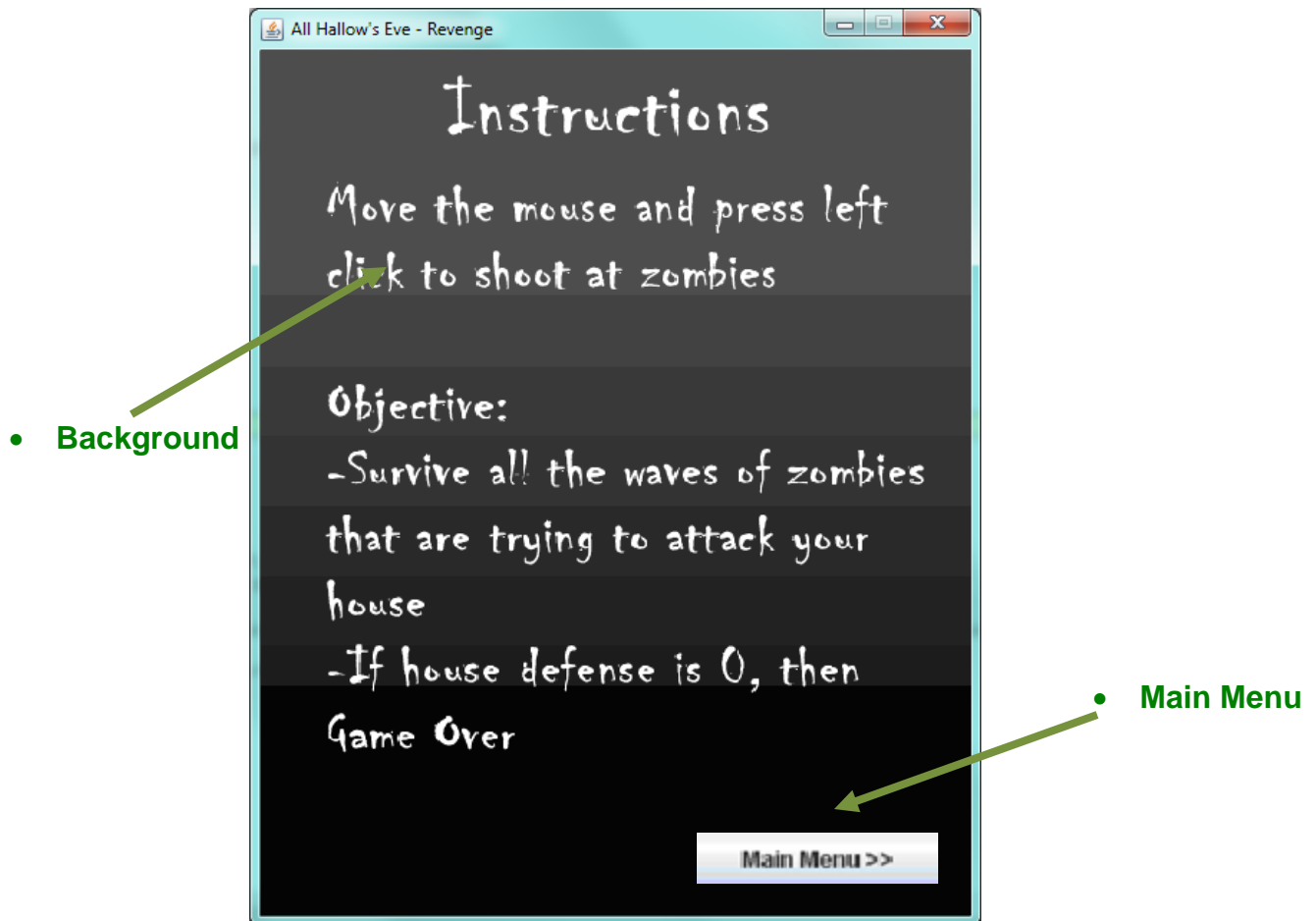
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If you have reached this screen, you have won the game and survived the zombie apocalypse. You may press "Main Menu" to return back to the "Main Menu Screen" to choose multiplayer or single player again.

## Instructions

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In this screen, it will explain the instructions. The objective is to survive all waves of zombies that attack the house, and if the house health points reach 0, the game will end. You are able to return to the main menu once you finish with this screen.



## Upgrading

- Money that you currently have
- Shotgun
- Cost of gun
- Sniper
- Magnum (Default)
- Proceeds to the next wave

This screen is the upgrading screen that appears between waves in solo mode. Using the cash earned from killing zombies in each wave, you have the choice to upgrade your defense or your offense. Will you block out zombies with fortified defenses or will you arm yourself with heavy artillery in order to massacre anything that stands in your way?

### Weapons Available:

Shotgun – Has a burst shot of 3 bullets that take only 2 ammo from the HUD. Has a greater delay but reaches a wider range.

Sniper – Has a shot of 1 bullet that takes 1 ammo from HUD. It has extra damage but a greater delay so be careful.

Magnum – The default gun that is equipped from the beginning. It has decent damage and delay... nothing too special.