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How To Run

The first two seconds of the program display a splash screen. After this, a menu screen is shown. Here you can hit button 1 to add up to 4 tree obstacles in the game. After doing this hit button 3 to start the game.

In the game, tilt the ACL to avoid the zombie. Button3 can be pressed to teleport to a random sport on the screen. Button 1 can be pressed to speed up the zombie box. Velocity is maintained after teleporting. Button 2 can be pressed to slow it down. You can't move in to any space occupied by a tree, (Looks like a square).

After you are eaten, a screen will display showing how long you managed to avoid the zombie. You can press 1 from here to return to the menu screen.

The velocity of the player in the game is proportional to the tilt of the ACL. Specifically, velocity in the x or y directions is equal to $(-120 / 41) * \text{abs}(x) + 34700 / 41$ or $(-120 / 41) * \text{abs}(y) + 34700 / 41$ in the appropriate direction.

Missing Features:

The game does not support single tap detection.

Possible extra credit features:

Teleporting

Tree Obstacles

Zombie Speed Increases

Zombie Speed Decreases

Plug and Play