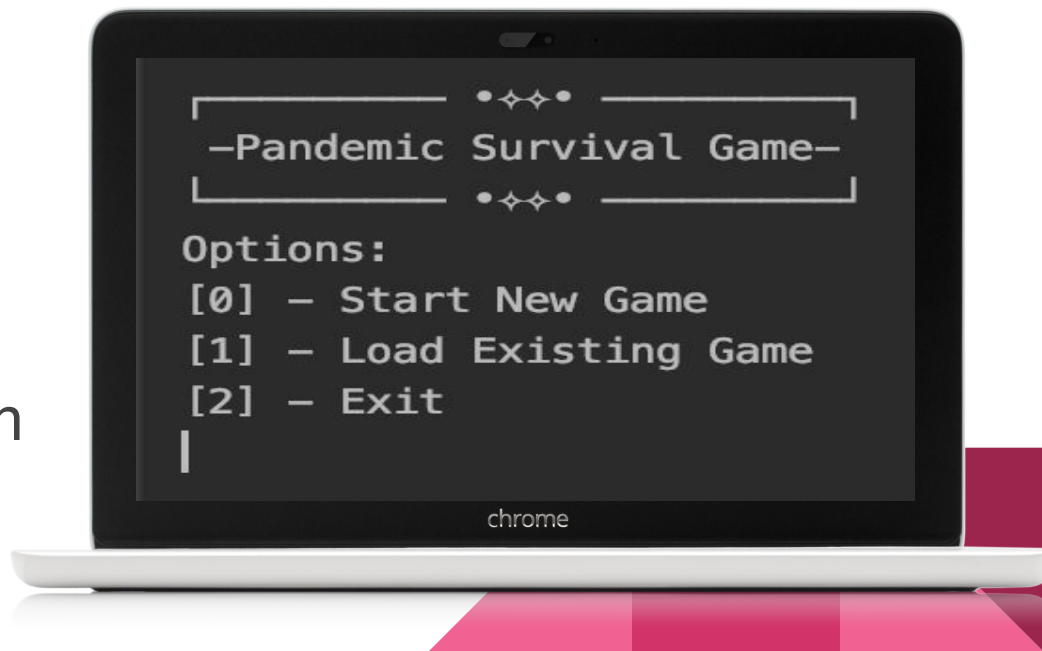


# Pandemic Survival

COMP2100 Group Project by Phillip, Anson and Nayoon

# What Game Is This?

- A text-based game built using Java and its many libraries such as GSON library.
- Single Player
- Genre is Adventure Fiction



# Game's Storyline



Humanity failed to unite and win over the Covid-19 pandemic.

As time passed, the Covid-19 mutated enough to show new symptoms. These symptoms make the person act more like a “zombie”.

Now, you are one of the few survivors who has to go on a daring adventure to a laboratory some distance away that has the cure to the disease.

You will meet new people and go to new places on your journey. Will you risk your life to get the vaccine for yourself and your family members who are waiting at home?

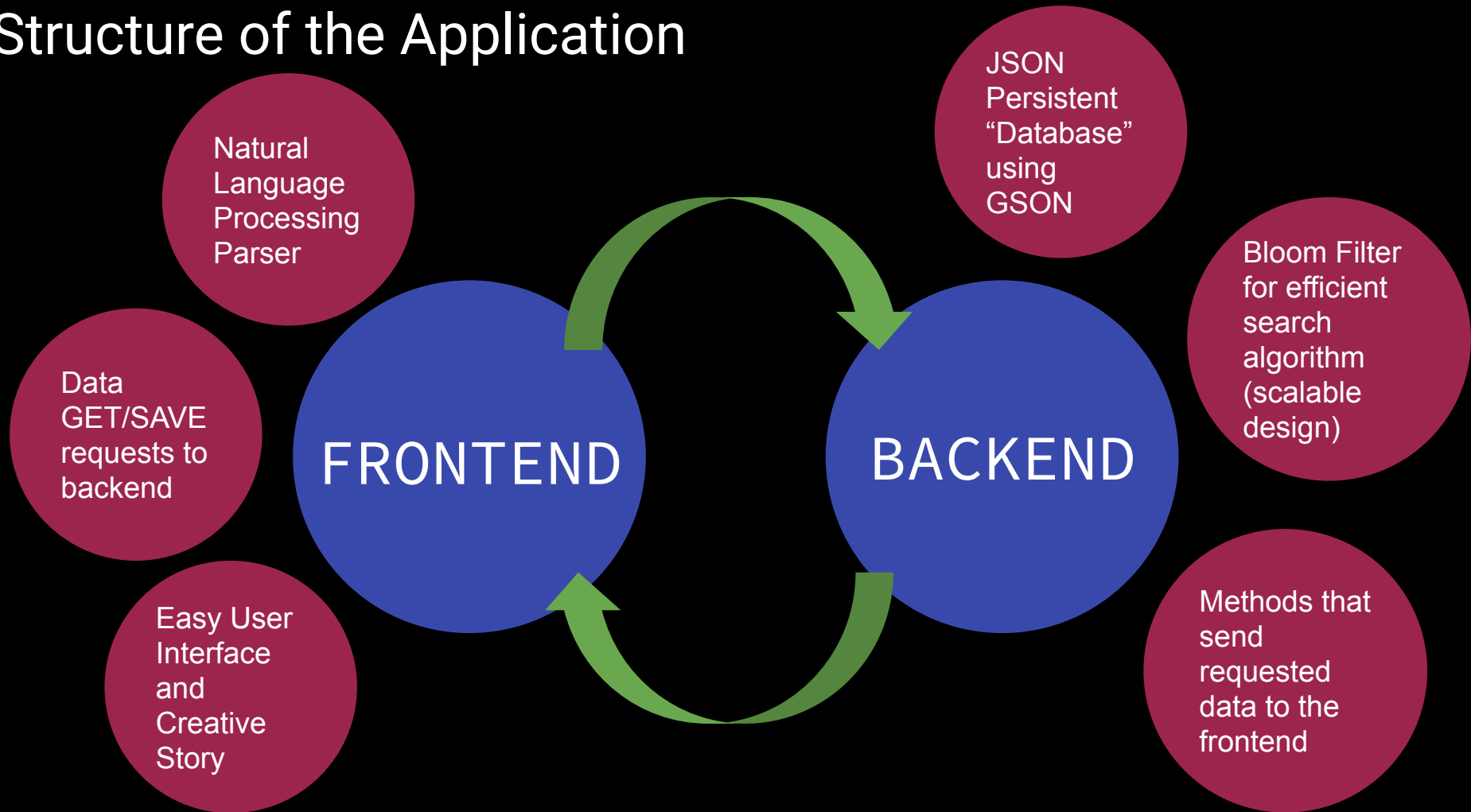
---






# Structure of the Application

# Structure of the Application



AND... Automatic Testing!



Demonstration of  
our game and how  
the data is  
manipulated





# Software Engineering Principles

- Split the project into separate sections where our area of expertise could shine the most. Had many discussions but worked separately => Division of labour.
- Met both in-person and on Zoom depending on the needs. Meetings were recorded in minutes to help stay on top of progress.
- Used scheduling apps like Asana to not fall behind on deadlines.
- Instant communication through Messenger.



# Self-Evaluation of Our Work

- Add new functionalities in the game like players paying fictional cash in the game to buy items from the NPC's.
- Add machine learning into the NLP parser.
- Add some small animations to improve UX.
- Make this game into an actual web application.
- Other than that, we are very proud of what we could achieve through all the new challenges in this project.

Thank you!