1)Main function- Game Menu

1. Funtion Type- Void
2. Parameters Passed- None
3. Parameters Returned- None
4. Description

This function is executed in the beginning of the game as startup screen. A menu which leads to various other functions to play the game.

2)Main\_game

1. Function Type- Void
2. Parameters Passed- None
3. Parameters Returned- None
4. Description

Maps and mission descriptions are displayed as images in this function. This function is also used to choose appropriate parameters for funtion level.

3)Level

1. Funtion Type- Void
2. Parameters Passed:

* int time2death
* int bullet
* int zombienumber
* int difficulty
* int zombielife
* int leveltime

1. Parameters Returned- None
2. Description

A while loop is used in this function to make the core game. Zombies appear is their fixed positions randomly and if we click on their particular rect on the screen the parameters are manipulated accordingly. It is a recursive function used to repeat itself with greater difficulty every time.

4)Pause\_menu

1. Funtion Type- Return
2. Parameters Passed- int time2death,int now, int timer;
3. Parameters Returned- to resume: timer+ now\*100  
    to Quit: timer+time2death \*100
4. Description

This function presents a screen which holds the time till player resumes.