
Basic User's Manual

for

HumanVsZombies, Release 1.0

**EECS 393 Software Engineering
Case Western Reserve University**

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Basic User's Manual

Downloading the Game

The user can download HumanVsZombies at <https://github.com/sarahyurick/HumanVsZombies>. In order to launch gameplay, the user must go into the “Play” folder and run “393 Demo 1.exe”.

Navigating the Main Menu

Upon downloading and launching HumanVsZombies, the user is presented with a Main Menu which hosts 3 buttons: Play, Settings, and Highscores. At the top right there is also a red X, and when the user clicks it the game application closes completely.

Navigating the Settings Menu

From the Main Menu, if the user clicks Settings, they are taken to the Settings page, which has 3 buttons: Music, Sound, and Back. If the user clicks the Music button, the background music for the application is turned on or off, depending on the state it was in before. Similarly, if the user clicks the Sound button, the sound effects during gameplay are turned on or off. Finally, if the user clicks Back, they are taken back to the Main Menu.

Navigating the Highscores Menu

From the Main Menu, if the user clicks Highscores, they are taken to the Highscores page. This page displays the top 3 scores achieved during previous gameplay. There are also 2 buttons: Main Menu and Reset. If the user clicks Reset, all of the high scores are reset to zero. If the user clicks Main Menu, they are taken back to the Main Menu.

Navigating Gameplay

From the Main Menu, the user can click Play to enter gameplay. The objective of the game is to get the highest score possible by killing as many zombies and surviving for as long as possible. Currently, the player score is set to increase by 10 for every zombie killed and by 10 for every 20 seconds of gameplay.

Player Control

During gameplay, the user can move the player around by using the arrow or WASD keys. If the player is not holding a weapon and moves to a weapon on the map, then the player will be able to attack zombies with the weapon. The player can aim the weapon by moving the mouse, as indicated by the crosshair which encircles the player. The player can fire ammo by clicking the mouse. If the ammo reaches a zombie, then that zombie sustains damage. Each weapon's ammo damages zombies differently, eventually killing them. The weapon's remaining ammo is indicated by a red bar at the bottom middle of the screen. When the player runs out of ammo, they drop the weapon.

The wave number and current score are displayed at the top left of the screen. New waves are triggered when the player reaches certain scores (currently set to 30, 100, and 200), at which point more zombies are spawned on the map and a new weapon is also

spawned on the map. The new weapon has less ammo and does less damage to zombies than the weapon which spawned from the previous wave. The final weapon has infinite ammo.

Pausing the Game

The user can pause the game at any time by clicking the Esc key on their keyboard. This displays 3 buttons to the user: Resume, Settings, and Quit to Main Menu. If the user clicks Settings, they are brought to a page which operates the same as already described above in *Navigating the Settings Menu*. If the user clicks Quit to Main Menu, gameplay is terminated and the user is brought back to the Main Menu. If the user clicks Resume, the game is unpaused and resumes as normal.

Gameover

The player loses health when they touch a zombie, as indicated by the green health bar at the bottom middle of the screen. Once the player touches a zombie 3 times, the player's health is completely drained and the player has lost the game. At this point, a Game Over menu is displayed, which contains the options to Replay or Exit. If the user clicks Replay, they are brought back to the Main Menu. If the user clicks Exit, the game application closes completely.

Additional Information

The user is also welcome to play around with editing the game themselves. This can be done by downloading the source code at <https://github.com/sarahyurick/HumanVsZombies> and then adding the directory "393 Demo 1" as a project in Unity. Note that this project was built with Unity Version 2019.3.9f1 and is not guaranteed to be compatible with other versions.

Thanks for reading and enjoy the game!

Status of Known Bugs

Currently, the only known bug is that sometimes when the user changes the music or sound settings in one of the settings menus (for example the Settings Menu which is reached from the Main Menu) and then goes to the other settings menu (the Settings Menu which is reached from the Pause Menu), the buttons are not synced up properly. That is, the button may still be marked as checked to indicate that the music is playing when in reality the music has been turned off by the user and does not play. The buttons themselves still function properly and turn the associated audio on or off whenever clicked (meaning they properly save and apply those settings); it is simply the graphics which can be misleading and may have the button unchecked when on and checked when off.

Additional Information

Note #1: Music and Sound are automatically reset to be “on” whenever the Main Menu is launched after gameplay is over.

Note #2: The background music takes about 3 seconds to start playing whenever the user clicks to turn it on.