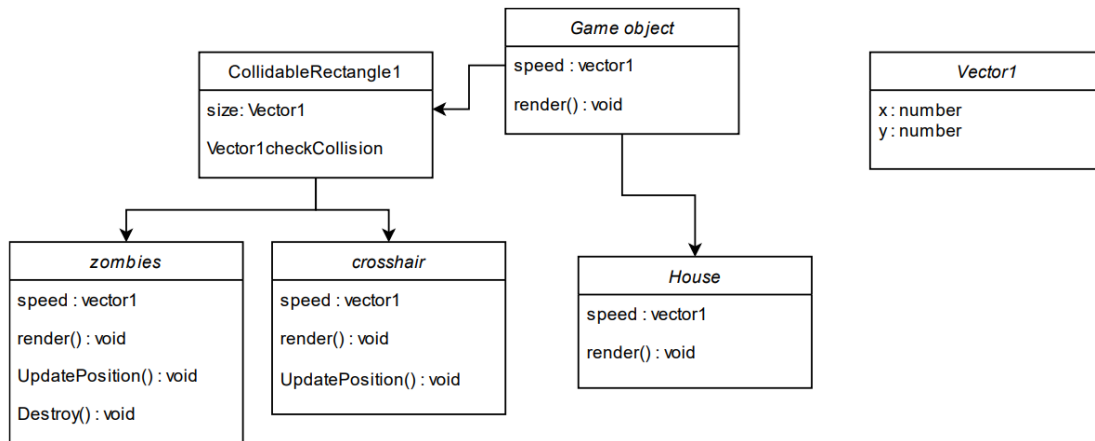


Documentation of the draft game KB4



The player has a "First Person" view of the game environment. The environment consists of 2D objects. He sees the ground, the sky, and on the right side of the screen is the House. Zombies will come from the left side and try to get into the house. The moment one of the zombies crosses the entire environment and enters the house, the player has lost. The aim of the game is to shoot all zombies. The player wins if he hits the zombie with the knife. The player gets the knife in the last round.

Weapons has a special feature:

1. shotgun - the last charge kills oneshot
2. Assault Rifle - after killing a zombie, the bullets are added
3. Sniper rifle
4. Knife - Only 1 Throw - When hitting the zombie, you win the game

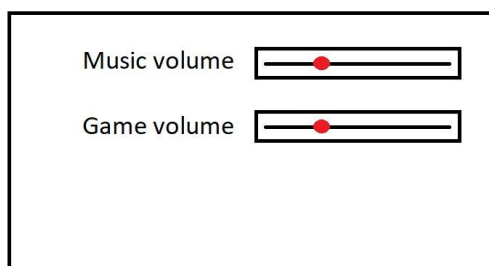
The weapons differ in the number of charge, the length of the overflow and the intervention area. By reaching the level, the player gets new weapons, the difficulty of the game - the speed and number of zombies increases.

Zombies have special abilities to avoid charge:

1. Normal zombie
2. Smoke Zombie - creates a smoke, killing him can be estimated by its location in the smoke
3. Jumping Zombie - Randomly jumps
4. Teleport zombie – Teleporting to a random place
5. Shield zombie – for a certain period of time has a shield through which it is impossible to hit

Design of play control:

The player will be able to aim using mouse, shoot with mouse click and reload with R key.



Basic description of objects – in file documentation

Game object

An object in the game that portrays.

Attributes:

Position: Vector 1

Methods:

Render (): Void - self -implementation of the depiction of an object

Coliablrectangle

Rectangle to check the collision of objects.

Parental Class:

Game Object

Attributes:

Size: Vector 1 - Rectangular size

Methods:

CHECKCOLLISION: TRUE returns to the collision detection

Crosshair

It shows the aiming of the weapon.

Parental Class:

Coliablrectangle

Attributes:

POSITION: Vector1 - Crosshair's position

Methods:

Render (): Void - self -implementation of the depiction of an object

UPDATEPOSITION (): void - self -implementation of crosshair movement from the entrance

Zombies

It shows the aiming of the weapon.

Parental Class:

Coliablrectangle

Attributes:

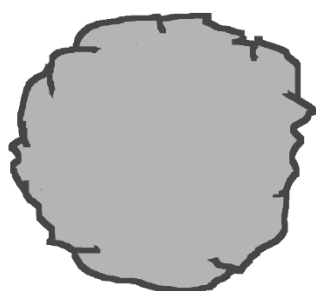
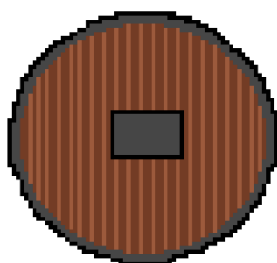
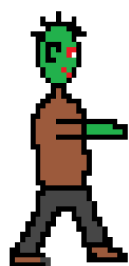
POSITION: Vector1 - Crosshair's position

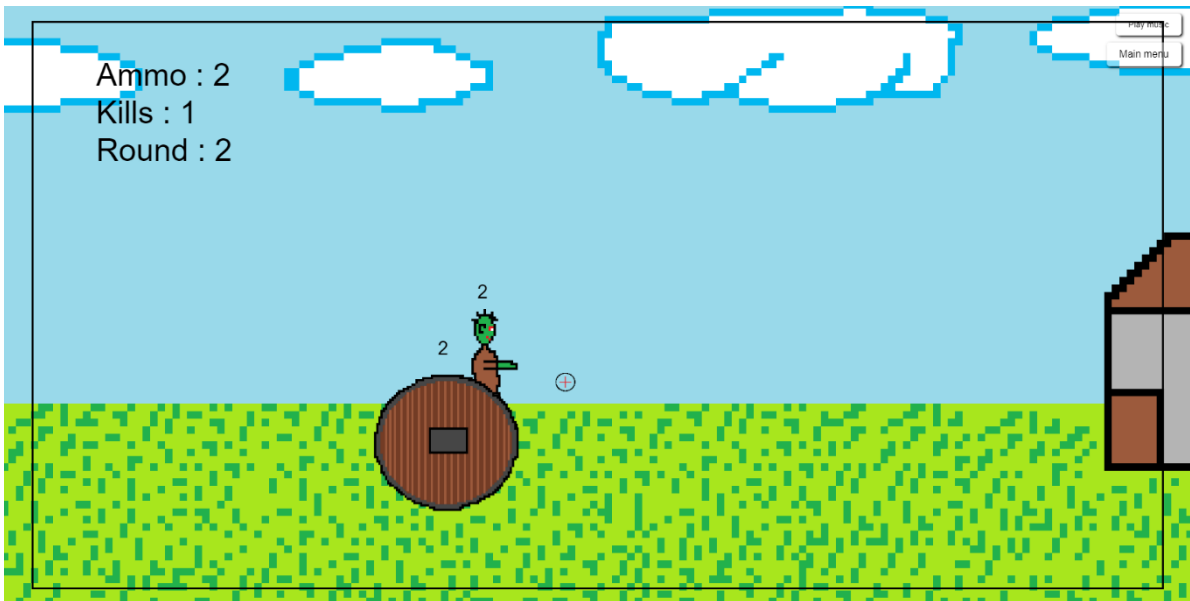
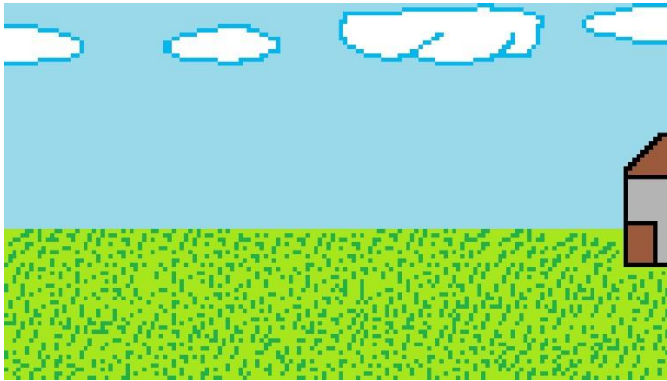
Methods:

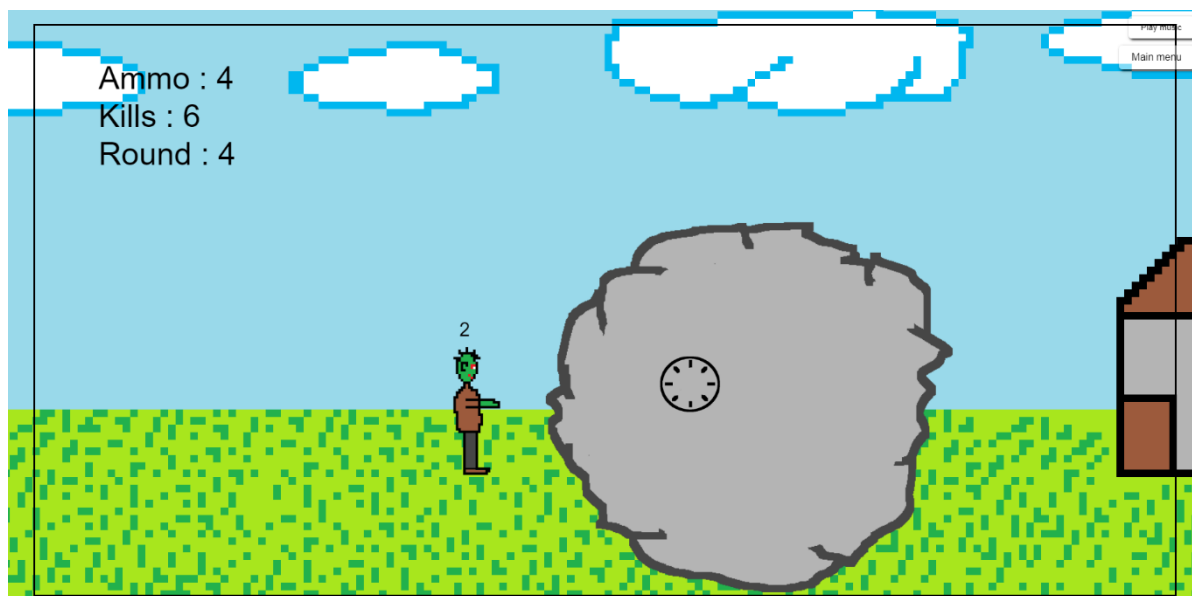
Render (): Void - self -implementation of the depiction of an object

UPDATEPOSITION (): void - self -implementation of crosshair movement from the entrance

Destroy (): Void - self -implementation of the destruction of an object









Crosshair

