Project 2

Zombie Attack

Name:

Time spent: _____

min

Deliverables

4:00 pm W15 – C2 – no exceptions via TEAMS

Executable file (from the Debug directory of your project) Please rename the file YourLastName_zombie in the BOX

Flow Diagram Code – in xyz.c file

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This project involves creating a game where the user (the zombie) attempts to capture a human (the human) who is wandering randomly around a fenced in field (the field).

The field is an NxM array with the border elements (fences) marked with:

- { or } on the left and right side respectively
- on the top and bottom
- z indicating the zombie position
- h indicating the human position
- N = 25, M = 60, set with #define

The zombie must be an array or structure:

holding its x-y position

moved by the h(left), j(up), k(down), l(right) keys (or wasd)

The human must be an array or structure:

holding its x-y position

moved at random in the left/up/down/right direction

The game starts with a splash screen indicating how the game is played At the start:

> The human is placed in the field at random The zombie is placed in the field at random

Each loop of the game:

The keyboard is checked for a key press if detected – the location of the zombie is updated A check for a win is performed both human and zombie in the same location? If no win - the location of the human is updated A short time delay is implemented (50ms – 200ms) If a win is detected:

The loop is broken

The human/zombie characters are replaced with an X

A winner message is placed near the middle of the field

When the zombie or human locations are updated: They must remain inside the fenced in portion of the field

Special requirements

Running in a Windows terminal Windows terminal cursor control Keyboard 'hit' checking Random number generation