

ETGG1801 – Game Programming Foundations 1
Lab 4 – Zombies Love Pancakes
Due on 10/28/2015

****NOTICE:** All tasks must be completed to receive credit on this assignment. Late assignments will not be accepted.*

Overview

You are Luigi, a pancake chef trapped in a post-apocalyptic world full of zombies. To survive in this world, your only option is to feed the zombies pancakes until they're full, keeping them from wanting to eat you.

This game will play similarly to the 1983 arcade game, Tapper. As the player, you will control Luigi, moving him from table to table serving pancakes to zombies. Zombies will periodically show up at a table and wait for a pancake. If you take too long to feed the zombies, the game will end.

Tasks

1. Your program must have a title screen that displays the title of the game, as well as your name and the string "Press Spacebar to Start"
 - a. The title screen will be the first screen the player sees
 - b. Have the game start when the spacebar is pressed
2. The player will control Luigi using the arrow keys and spacebar.
 - a. Pressing the left or right arrow key will move Luigi one table to the left or right, respectively. If Luigi is at the left-most table and the left arrow key is pressed, move him to the right-most (and vice versa).
 - b. Pressing spacebar will cause Luigi to serve a pancake to the table. You must use Luigi's "throwing" animation when serving a pancake. Luigi cannot move to another table while the throwing animation is occurring.
3. Periodically, a zombie will show up at a random table. If there is already a zombie(s) waiting at that table, have the zombie wait in line behind the other zombie(s).
 - a. The zombies must animate while standing in line (use the walking animation).
4. To get rid of a zombie, you must serve its table a pancake. There should be two types of zombies: green and red. Green zombies require one pancake to leave; red zombies require two pancakes.
 - a. When a red zombie has been served a pancake, turn it into a green zombie.
5. There should be a "fullness bar" in the window, indicating how full the zombies are. The fullness bar should decrease while there is at least one zombie waiting at a table, and will increase when Luigi makes a zombie leave by serving it a pancake(s).
 - a. The fullness bar will be represented by the provided stomach image, and must operate similarly to the health bar example done in class.
 - b. You are free to choose the amount to increase the fullness bar by when a zombie leaves after feeding it a pancake(s).
 - c. When the fullness bar becomes empty, end the game displaying how long it lasted (in seconds, starting from when the player pressed spacebar to start the game).