Hospital Zombie Attack is a word based game I created in C++ to demonstrate a number of different skills I have obtained whilst at college between 2007 – 2009. This document is a detailed copy of the script and an explanation of why I've used the code I have to perform certain tasks during the game.

THE CODE EXPAINED – Classes, CPP files and Header files.

People.h

This header file contains the number of different characters that

---

```
#include <iostream>
#include <string> // Including string, allows text to be saved to a string
variable.
using namespace std;

class Charactar
{

    public:
    int Chhealth ;
      int Experience;
      int Armor;
      string charactar_name
          Charactar ()//constructor
    {
        cout << "You Have Health:\n\n";
        Chhealth = 100;
            Experience = 0;
            Armor = 10;
    }

};

//***********************

class ENERMY
{
      public:
      PulseRifle PR1;//declaration of object as attribute
      Bite BH1;//declaration of object as attribute
      Hand_Gun HG1;//declaration of object as attribute
      int ENhealth; // declaration of Enhealth as an integer
      ENERMY ()//constructor

      {
        cout << "You Have Health:\n\n";
        ENhealth = 100; //
    }
      void EnemyTaunt();
};

void ENERMY::EnemyTaunt()
{
    cout<<"YOUR MINE!! THE ZOMBIE SHOUTS!";
}
//***********************
class Boss : public ENERMY
{
      public:
    int DamageMultiplier;
    Boss();//boss constructor
    void BossTaunt();
```

```
};

Boss::Boss(): //boss constructor & initialised outside of class
DamageMultiplier(3)
{
}

void Boss::BossTaunt()
{
    cout << "You Got Round the others, now you have to come up against
me!\n";
}
```

Weapons.h

```
#include <cstdlib>
#include <ctime>
#include <iostream>
#include <string>
```

iostream is a library that can be included to produce outputs on the screen. I have mainly used this libriry control the inputs and outputs using the cin and cout.

```
using namespace std;


class PulseRifle
{
      public:
      int Rounds ;
      int Damage ;
      int damage;
      string en_input;

    PulseRifle()//constructor
    {
        en_input = "Pulse Rifle is the weapon of choice\n\n";
        Rounds = 30;
        Damage = 12;
    }
    void PRfire();
      };

    void PulseRifle::PRfire()
    {
        cout << "pulse rifle fired \n";
        cout << "enemy pulse rifle now has " << (Rounds -= 1)  << " bullets
left\n\n";
    }
//***********************

class Hand_Gun
{
      public:
      int Rounds ;
      int head_damage;
      int body_damage;
      int leg_damage;
      int max_damage;

    Hand_Gun()//constructor
```

```
    {
        cout << "You Have a Hand Gun\n\n";
        Rounds = 7;
        head_damage = 100;
        body_damage = 15;
        leg_damage = 8;
        max_damage = 100;

    }

    void HGfire();
};
void Hand_Gun::HGfire()
{
    cout << "Hand Gun fired \n";
    cout << "Hand Gun now has " << (Rounds -= 1)  << " bullets left,\n\n";
}

//***********************
class Bite
{
      public:


    Bite()//constructor
      {
            srand((unsigned)time(0));
            for(int index=0; index<1; index++)
            {

            }
    }
    void BHfire();
      int En_Damage();
};

void Bite::BHfire()
{
    cout << "You have been bitten, ";
}
int Bite::En_Damage()
{
      srand(time(0));
      return ((rand()%15)+1);
}
//***********************
class Crowbar
{
      public:
    int head_damage;
      int body_damage;
      int leg_damage;
      int max_damage;
    Crowbar()//constructor
    {
            srand((unsigned)time(0));
            for(int index=0; index<1; index++)
            {
                  head_damage = (rand()%78)+1;
                  body_damage = (rand()%37)+1;
                  leg_damage = (rand()%9)+1;
```

```
                max_damage = 48;
            }

    }


};
class Glass
{
      public:
    int head_damage;
      int body_damage;
      int leg_damage;
      int max_damage;
    Glass ()//constructor
    {
        srand((unsigned)time(0));
            for(int index=0; index<1; index++)
            {
                  head_damage = (rand()%48)+1;
                  body_damage = (rand()%18)+1;
                  leg_damage = (rand()%9)+1;
                  max_damage = 48;
            }

    }
};
//***********************
class Carrier_Bag
{
      public:
    int head_damage;
      int body_damage;
      int leg_damage;
      int max_damage;
    Carrier_Bag ()//constructor
    {
        srand((unsigned)time(0));
            for(int index=0; index<1; index++)
            {
                  head_damage = (rand()%40)+1;
                  body_damage = (rand()%1)+1;
                  leg_damage = (rand()%1)+1;
                  max_damage = 40;
            }

    }

};

//***********************

class Brass_Knuckles
{
      public:
    int head_damage;
      int body_damage;
      int leg_damage;
      int max_damage;
    Brass_Knuckles ()//constructor
    {
```

```
        srand((unsigned)time(0));
            for(int index=0; index<1; index++)
            {
                  head_damage = (rand()%39)+1;
                  body_damage = (rand()%1)+1;
                  leg_damage = (rand()%1)+1;
                  max_damage = 39;
            }

    }

};

//***********************
class Hammer
{

      public:
    int head_damage;
      int body_damage;
      int leg_damage;
    Hammer ()//constructor
    {
        cout << "You Have a Hammer\n\n";
     head_damage = 72;
       body_damage = 19;
       leg_damage = 7;
    }
};
```

Vehicles.h

```
#include <iostream>
#include <string>
using namespace std;

class LandRover
{

      public:
            int health;
            int damage;
            int fuel;

    LandRover()//constructor
      {
            damage =10;
            health =100;
            fuel = 400;
      }

    void Driving();
};
void LandRover::Driving()
{
    cout << "Your Driving a LandRover\n";
    cout << "The Vehical has enough fuel to travel " << (fuel -= 10)  <<
".\n\n";
}
```

Main.cpp

```
#include <iostream>
#include <string> // Including string, allows text to be saved to a string
variable.
#include <windows.h> //
#include "Weapons.h" //
#include "bonuses.h"//
#include "People.h"//
#include "vehicals.h"//
#include "Content.h"//
using namespace std; //

void Home();// Functions
void Roof ();//
void City ();//
void Battle ();//
void Newcastle ();//
ENERMY enermy1; // Enemy class
Bite ZombieBite; //
int experience; //
int Armor; //
int endamage; //
int Zombie_health; //
int character_health; //
string name; //
string weapon1; //
string weapon2; //
string weapon3; //
string weapon4; //
string weapon5; //
int damageweapon1; //
int damageweapon2; //
int damageweapon3; //
int damageweapon4; //
int damageweapon5; //

bool run_hide = false;

int main()
{

      Hammer hammer1;
    Glass glass1;
    Crowbar crowbar1;
    Carrier_Bag carrier1;
    ENERMY Enermyhealth1;
      Brass_Knuckles brass1;
    Charactar charactarhealth1;
    string Weapon_Droped;
      string weapon_name;
      string falling_info;
      string inputquit;
      string Cheat;
      string en_weapon_name;
      experience = 0;
      system ("CLS");
```

```
   cout << "\n\n\n    .##.....##..#######...######..########..####.########....###....##......\n";
   cout << "    .##.....##.##.....##.##....##.##.....##..##.....##......##.##...##......\n";
   cout << "    .##.....##.##.....##.##.......##.....##..##.....##.....##...##..##......\n";
   cout << "    .#########.##.....##..######..########...##.....##....##.....##.##......\n";
   cout << "    .##.....##.##.....##.......##.##.........##.....##....#########.##......\n";
   cout << "    .##.....##.##.....##.##....##.##.........##.....##....##.....##.##......\n";
   cout << "    .##.....##..#######...######..##.........####....##....##.....##.########\n\n";
   cout << "             .########..#######..##.....##.########..####.########\n";
   cout << "             ......##..##.....##.###...###.##.....##..##..##......\n";
   cout << "             .....##...##.....##.####.####.##.....##..##..##......\n";
   cout << "             ....##....##.....##.##.###.##.########...##..######..\n";
   cout << "             ...##.....##.....##.##.....##.##.....##..##..##......\n";
   cout << "             ..##......##.....##.##.....##.##.....##..##..##......\n";
   cout << "             .########..#######..##.....##.########..####.########\n\n";
   cout << "           ....###....########.########....###.....######..##....##\n";
   cout << "           ...##.##......##.......##......##.##...##....##.##...##.\n";
   cout << "           ..##...##.....##.......##.....##...##..##.......##..##..\n";
   cout << "           .##.....##....##.......##....##.....##.##.......#####...\n";
   cout << "           .#########....##.......##....#########.##.......##..##..\n";
   cout << "           .##.....##....##.......##....##.....##.##....##.##...##.\n";
   cout << "           .##.....##....##.......##....##.....##..######..##....##\n";
   cout << "                           WRITTEN BY ANDREW MARTIN             \n\n\n"<< endl;

      cout << "Its Thursday the 24th April 2014, you are based at a Bristol
Hospital \n";
      cout << "employed as the head porter. Over the last 3 months, there
has been an ever \n";
      cout << "increasing security and secrecy around the morgue. But why?
How come? \n";
      cout << "Why do dead bodies need this amount of security around? \n";
      cout <<
"\n**************************************************************************
********"<< endl;
      system ("Pause");
      cout <<
"\n\n**************************************************************************
**********"<< endl;

      cout << "\n There is one thing i need to know before we continue,\n
what is your name? ";
      cin >> name;
      system ("CLS");
   cout << "\n\n\n    .##.....##..#######...######..########..####.########....###....##......\n";
   cout << "    .##.....##.##.....##.##....##.##.....##..##.....##......##.##...##......\n";
   cout << "    .##.....##.##.....##.##.......##.....##..##.....##.....##...##..##......\n";
   cout << "    .#########.##.....##..######..########...##.....##....##.....##.##......\n";
   cout << "    .##.....##.##.....##.......##.##.........##.....##....#########.##......\n";
   cout << "    .##.....##.##.....##.##....##.##.........##.....##....##.....##.##......\n";
   cout << "    .##.....##..#######...######..##.........####....##....##.....##.########\n\n";
   cout << "             .########..#######..##.....##.########..####.########\n";
   cout << "             ......##..##.....##.###...###.##.....##..##..##......\n";
   cout << "             .....##...##.....##.####.####.##.....##..##..##......\n";
   cout << "             ....##....##.....##.##.###.##.########...##..######..\n";
   cout << "             ...##.....##.....##.##.....##.##.....##..##..##......\n";
   cout << "             ..##......##.....##.##.....##.##.....##..##..##......\n";
   cout << "             .########..#######..##.....##.########..####.########\n\n";
   cout << "           ....###....########.########....###.....######..##....##\n";
   cout << "           ...##.##......##.......##......##.##...##....##.##...##.\n";
   cout << "           ..##...##.....##.......##.....##...##..##.......##..##..\n";
   cout << "           .##.....##....##.......##....##.....##.##.......#####...\n";
   cout << "           .#########....##.......##....#########.##.......##..##..\n";
   cout << "           .##.....##....##.......##....##.....##.##....##.##...##.\n";
   cout << "           .##.....##....##.......##....##.....##..######..##....##\n";
   cout << "                           WRITTEN BY ANDREW MARTIN             \n\n\n"<< endl;

            cout <<
```

```
"\n**************************************************************************
********"<< endl;
      cout << "It seemed all so surreal, but later on that week you have
been called in front \n";
      cout << "of the head management board of the hospital. " << name << "
please listen \n";
      cout << "carefully as we need your help, as we had a rare and serious
issues \n";
      cout << "with a new drug that has been released recently onto the
market.\n\n";
      int choice;
      cout <<
"**************************************************************************
******\n"<< endl;
      cout << "Do you agree to the conditions?\n\n";
    cout << "[1] I Accept "<<endl;
    cout << "[2] No i wish to play no part, take me away\n"<<endl;
      cout <<
"**************************************************************************
******"<< endl;
    cin >> choice;
      system ("CLS");
    if (choice == 2)// If the user decides not to continue pressing 2 will
let the user exit.
        exit(0);
    cout << "Great okay, well the drug has caused an unforeseen problem, a
major problem \n";
      cout <<     "once a person has been the drug for over a week they
suddenly just disappear. \n";
      cout << "Many families report their loved ones missing, yet they are
never found until \n";
      cout << "its too late they seem to just disappear, and by the time
they turn up well \n";
      cout << "there dead.... Well this is what we were led to believe
until roughly a month \n";
      cout << "ago, when we had a problem with the deceased suddenly
reawakening and \n";
      cout << "escaping. But recently I am unsure if you have been aware
but we've had \n";
      cout << "numbers of people being admitted with bites to their necks
and other parts \n";
      cout << "of the body, the police have informed us it the deceased
that have escaped \n";
      cout << "and if this isn't handled correctly this could become a
serious epidemic. \n";
      cout << "This problem is only limited to the local area surroundings
in Bristol as \n" ;
      cout << "this is where they first decided to do the trials for the
drugs.\n";
      cout << "\nYou have been assigned to help with the transportation
with the bodies....\n\n";
      cout <<
"**************************************************************************
******\n\n";
      cout << name << " You have: \n\n";
      cout << "                    A health of: "<<
charactarhealth1.Chhealth <<endl;
      Armor = 10;
      cout << "                    You have an Armor Protection of: " <<
Armor << "\n";
```

```
      cout << "                    You have an experience of: " <<
experience << " \n\n";
      cout <<
"**************************************************************************
******\n\n";
      cout << "The hospital alarm sounds, the sound of gun fire can be
heard briefly from the \n";
      cout << "basement where the morgue is contained. Lots of screaming
and shouting can be \n";
      cout << "heard, seaming to get louder and louder. \n\n";
      cout << "The management turn to you 'We have been fearing this, it's
too late they \n";
      cout << "are escaping from the morgue, it's seems they are an
unstoppable force, the \n";
      cout << "drug has almost turn them in to a degree of an unstoppable
Zombies.' \n";
      cout << "But get out while you still can please, your one of the
limit few to know \n";
      cout << "what is actually going on we need you to spread the word
and\n";
      cout <<     "help get them destroyed.\n\n";
      cout << "\nIt is time to get moving as we can't stay here for much
long as they"<<endl;
      cout << "will find us." << name << " you raid the cubards around the
hospital and find\n";
      cout << "a concoction of weapons.\n";
    cout <<
"\n**************************************************************************
********\n"<< endl;
      system ("Pause");
      cout <<
"\n**************************************************************************
********\n"<< endl;

      Battle();
      int choice4;
      string location;
      {
            bool Test = false;
            while(Test == false)
      {
          cout << name << " Where would you like to go next? \n\n";
          cout << "[1] Home out of city!\n";
          cout << "[2] Hospital Roof you can see everything from there!\n";
          cout << "[3] City Centre Stock up on supplies!\n";
          cout <<
"\n**************************************************************************
********\n"<< endl;
          cin >> choice4;
          cout<< " \n";

              switch (choice4)

          {
           case 1:
                                  cout <<
"\n**************************************************************************
********\n"<< endl;
                                  cout<<" Ohh okay you chosen to retreat out
of the city, back home!\n";
                      location = "Home";
```

```
                                    Home();
                                    Test = true;


                                    break;
            case 2:
cout <<
"\n*************************************************************************
********\n"<< endl;
                                    cout<< "You have chosen to make your way to
the roof to get a birds\n";
                                    cout<< "eye view of the devistation";
                                    location = "Hospital Roof";
                                    Roof();
                        Test = true;
                    break;

                case 3:

cout <<
"\n*************************************************************************
********\n"<< endl;
                                    cout<<" Ok right your ambision is to get to
the city centre to stock uop.\n";
                                    location = "City Centre";
                                    City();
                                    Test = true;
                                    break;

           default:
cout <<
"\n*************************************************************************
********\n"<< endl;
                                    cout<< " You Havn't selected which location
you would like to travel to.\n\n\n";
                                    system("CLS");

                                  }
             }

      }

      system ("Pause");
      return 0;

}

void Home()
{

      system ("CLS");
      system ("color F0 ");
      cout << "Right okay " << name << " your on the way back home,\n";
      cout << "please be careful and protect yourself.\n";
      cout << "\nAs you battle againsts the zombies your experience
will\n";
      cout << "increase as your experience increases so will the choice
of\n";
      cout << "weapons that are avaliable to you, but also the longer
the\n";
      cout << "zombies are out there, there strength increases and it\n";
```

```
      cout << "becomes increasingly harder to deafeat the zombies.\n\n";
      system ("Pause");
      Battle();
      cout << "\nlets keep on heading south toward, Bridgwater\n";
      system ("Pause");
      Battle();

      system ("CLS");
      system ("color F0 ");
      cout << "                                        !!!!       \n";
      cout << "                     ==========================    \n";
      cout << "                   %%%%%%%%%%%%%%%%%%%%%%%%%%%%    \n";
      cout << "                 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  \n";
      cout << "               %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%\n";
      cout << "                 ||      _____                _____    ||  \n";
      cout << "                 ||      | | |                | | |    ||  \n";
      cout << "                 ||      |-|-|                |-|-|    ||  \n";
      cout << "                 ||      #####                #####    ||  \n";
      cout << "                 ||                                    ||  \n";
      cout << "                 ||      _____   ____   _____         ||  \n";
      cout << "                 ||      | | |   @@@@   | | |         ||  \n";
      cout << "                 ||      |-|-|   @@@@   |-|-|         ||  \n";
      cout << "                 ||      #####   @@*@   #####         ||  \n";
      cout << "                 ||              @@@@                 ||  \n";
      cout << "               ******************___****************\n";



      cout << "It takes you several days to migrate home but eventually
when you\n";
      cout << "get there. You find it has been ransacked destroyed,
devastated.\n";
      cout << "Its not fit for anyone to live there and protect themselves
for\n";
      cout << "very long.\n\n";

      cout << "Picking up the radio station, tuning into 98.5, this is the
usual\n";
      cout << "channel for the local BBC radio station…. But nothing is on
air,\n";
      cout << "that's odd it's late evening on day 4 of the outbreak.\n";
      cout << "It's hitting home I must make it back to Newcastle to
warn\n";
      cout << "It's hitting home I must make it back to Newcastle to
warn\n";
      cout << "my family its too late perhaps its still normal up north
as\n";
      cout << "usually this little incident could not of spread that
far.\n";

        int choice6;
        cout << name << " Where would you like to go next? \n\n";
        cout << "[1] City Centre!\n";
        cout << "[2] Hospital Roof you can see everything from there!\n";
        cout << "[3] Start the Long Treck to Newcastle\n";
        cout <<
"\n************************************************************************
********\n"<< endl;
        cin >> choice6;
        cout<< " \n";
```

```
      switch (choice6)
     {
                  case 1:
                        cout << name <<" you have chosen to go to the city
centre\n";

      cout<<"**************************************************************
******************\n"<< endl;
                        City();
                        break;

                  case 2:
                        cout << name <<" you have chosen to go back to the
roof of the Hospital \n";

      cout<<"**************************************************************
******************\n"<< endl;
                        Roof();
                        break;

                  case 3:
                        cout << name <<" you have chosen to migrate to
Newcastle\n";

      cout<<"**************************************************************
******************\n"<< endl;
                        Newcastle();
                        break;

              default:
                cout << " You havn't selected where you would like to
go\n\n\n";
                  }


return;
}

void Roof()
{
      system ("CLS");
      system ("color F0 ");
      cout << " Welcome to the Roof Top";
      int choice7;
    cout << name << " Where would you like to go next? \n\n";
    cout << "[1] City Centre!\n";
    cout << "[2] Home Sweet Home!\n";
    cout << "[3] Start the Long Treck to Newcastle!\n";
    cout <<
"\n**************************************************************************
********\n"<< endl;
    cin >> choice7;
    cout<< " \n";

      switch (choice7)
     {
                  case 1:
                        cout << name <<" you have chosen to go to the city
centre\n";
```

```
      cout<<"**************************************************************
******************\n"<< endl;
                        City();
                        break;

                  case 2:
                        cout << name <<" you have chosen to go back
Home\n";

      cout<<"**************************************************************
******************\n"<< endl;
                        Home();
                        break;

                  case 3:
                        cout << name <<" you have chosen to migrate to
Newcastle\n";

      cout<<"**************************************************************
******************\n"<< endl;
                        break;

               default:
                 cout << " You havn't selected where you would like to
go\n\n\n\n";
                  }

      return;
}

void City()
{
      system ("CLS");
      system ("color F0 ");
      Battle ();
      cout << "Welcome to the city centre\n\n";
      cout << "You join the number of people looting the shops\n";
      cout << "you search and search, you can pcik a maximum of 5 weapons
up.\n";

      int choice9;
    cout << name << " Where would you like to go next? \n\n";
    cout << "[1] Hospital Roof Top!\n";
    cout << "[2] Home Sweet Home!\n";
    cout << "[3] Start the Long Treck to Newcastle!\n";
    cout <<
"\n**************************************************************************
********\n"<< endl;
    cin >> choice9;
    cout<< " \n";

      switch (choice9)
     {
                  case 1:
                        cout << name <<" you have chosen to go to the Roof
Top of the Hospital!\n";

      cout<<"**************************************************************
******************\n"<< endl;
                        City();
```

```
                        break;

                  case 2:
                        cout << name <<" you have chosen to go back
Home\n";

      cout<<"**************************************************************
******************\n"<< endl;
                        Home();
                        break;

                  case 3:
                        cout << name <<" you have chosen to migrate to
Newcastle\n";

      cout<<"**************************************************************
******************\n"<< endl;
                        break;

               default:
                 cout << " You havn't selected where you would like to
go\n\n\n";
                  }

      return;
      system ("PAUSE");

return;
}


void Battle()
{
      system ("color 00 ");
      int head_damage1;
      int damage;
      int body_damage1;
      int leg_damage1;
      int max_damege1;
      Hammer hammer1;
      Boss boss1;
      Hand_Gun handgun1;
    Glass glass1;
    Crowbar crowbar1;
    Carrier_Bag carrier1;
    ENERMY Enermyhealth1;
      Brass_Knuckles brass1;
    Charactar charactarhealth1;
    string Weapon_Droped;
      string weapon_name;
      string falling_info;
      string inputquit;
      string Cheat;
      string en_weapon_name;
      Zombie_health = enermy1.ENhealth;
      character_health = charactarhealth1.Chhealth;
      LandRover landrover;
      Random Random1;

      system ("CLS");
      system ("color 00 ");
```

```
      int choice1;
    bool Test1 = false;
    while(Test1 == false)
      {
         if (experience >=6)
             {
              cout << "Well you have gained some experience and from your
last\n ";
              cout << "fight you have got access to a wider choice of
weapons.\n\n";
              cout << name << " You Have The Choice Of: \n\n";
              cout << "                    [1] Crowbar\n";
          cout << "                        [2] Broken Shard Of Glass\n";
          cout << "                        [3] Carrier Bag\n";
          cout << "                        [4] A Pair of Brass \n";
              cout << "                    [5] A Hand Gun \n\n";
          cin  >> choice1;

             }
             else
             {
              cout << "You search and you search and these are the items
that\n";
              cout << "you have manage to find and think would be a good
choice\n";
              cout << "to defend your self from the Zombies and the
different types\n";
              cout << "of Zombies out there trying to get you!\n\n";

cout<<"*****************************************************************
************\n"<< endl;
              cout << name << " You Have The Choice Of: \n\n";
              cout << "                    [1] Crowbar\n";
          cout << "                        [2] Broken Shard Of Glass\n";
          cout << "                        [3] Carrier Bag\n";
          cout << "                        [4] A Pair of Brass
Knuckles\n\n";

cout<<"*****************************************************************
************\n\n"<< endl;
              cin  >> choice1;

cout<<"\n\n*****************************************************************
***************\n"<< endl;
             }
              switch (choice1)
          {
                  case 1:
                        cout << name <<" you have the crowbar, with maximum
damage capability of " << crowbar1.max_damage << "\nwhen you strike Zombie
cleanly on the head \n\n"; //Weapon 1
                       Test1 = true;
                       weapon_name = "Crowbar";
                       head_damage1 = crowbar1.head_damage;
                       body_damage1 = crowbar1.body_damage;
                       leg_damage1 = crowbar1.leg_damage;


      cout<<"*****************************************************************
*****************\n"<< endl;
                       break;
```

```
                  case 2:
                        cout << name <<" you have a Broken Shard Of Glass,
with maximum damage capability of "  << glass1.max_damage << "
\n\n";//Weapon 2
                Test1 = true;
                weapon_name = "Piece of Glass";
                        head_damage1 = glass1.head_damage;
                        body_damage1 = glass1.body_damage;
                        leg_damage1 = glass1.leg_damage;

      cout<<"*****************************************************************
******************\n"<< endl;
                        break;

          case 3:
                    cout << name << " you have a Carrier Bag, with maximum
damage capability of " << carrier1.max_damage << " \n\n";//Weapon 3
                Test1 = true;
                weapon_name = "Carrier Bag";
                head_damage1 = carrier1.head_damage;
                        body_damage1 = carrier1.body_damage;
                        leg_damage1 = carrier1.leg_damage;
                        max_damege1 = carrier1.max_damage;

      cout<<"*****************************************************************
******************\n"<< endl;
                break;

          case 4:
                    cout << name << " you have a Pair of Brass Knuckles,
with maximum damage capability of " << brass1.max_damage << "
\n\n";//Weapon 4
                Test1 = true;
                weapon_name = "Pair of Brass Knuckles";
                head_damage1 = brass1.head_damage;
                        body_damage1 = brass1.body_damage;
                        leg_damage1 = brass1.leg_damage;

      cout<<"*****************************************************************
******************\n"<< endl;
                break;

              case 5:
                    cout << name << " you have a hand gun, with maximum
damage capability of " << handgun1.head_damage << " \n\n";//Weapon 4
                Test1 = true;
                weapon_name = "a hand gun";
                head_damage1 = handgun1.head_damage;
                        body_damage1 = handgun1.body_damage;
                        leg_damage1 = handgun1.leg_damage;

      cout<<"*****************************************************************
******************\n"<< endl;
                break;
          default:
                cout << " You havn't selected a weapon\n\n\n";
                  }
              }

              system ("CLS");
```

```
      cout << "\n\n ";
      cout<<"                              ``
\n";
      cout<<"                             .  .`                                  `+
\n";
      cout<<"                           `./s/::::////:-`                        `dN`
\n";
      cout<<"                          .odMMMMMMNy+-`                           hMMy
\n";
      cout<<"                         :NMMMNmNMMMMdso/.                         :MMMh
`.....-.   \n";
      cout<<"                        `:dMMmo+-odNMNs`                           sMMM:
`:hNNNNNy:`   \n";
      cout<<"                     -/:dMMMNhoyhoyMMNs:                           yMMM+
+mMMMmo+:`     \n";
      cout<<"                     +Ndmdsm/dm::y-mNmo:: `                        /MMMh
`dMMM/`         \n";
      cout<<"                     `doodoy+sNs//+mMMNs```                        .NMMN.
oMMMo `.`       \n";
      cout<<"                     .y.:moohyyNdmdNMMsd/
`NMMMdyMMMd-:o/++      \n";
      cout<<"                     `.`sd++:/dyhdNNNmy`/.
`NMMMMMMMMNsyss./s`    \n";
      cout<<"                  `    -mhmh/mNdmmdNsh+: `
+MmMMMMMMMMMNNso.o-    \n";
      cout<<"                        .+dMhsoNhs-`/+.`-                  `-
+oyNMMMMMMMMMN+hy:s.    \n";
      cout<<"                    .:+ymNMMMNhhdy`-`-``..
`////yNMMMMMMMMMMM+-o:-     \n";
      cout<<"            .:/sydmNMMMMN/sNMM+syooys:.         `.-
/+//dmMMMMMMMMMMMMhm+:o      \n";
      cout<<"           ``.````/mMMMMsdNMMMmhoh///hmo`` ``
:osmNmmmNMMMMMMMMMMMMN+`do s      \n";
      cout<<"                  -dNMMMMMNMMMMMMMN/.
msmyhsoyd//dyNNNNmyNMMMMMMMMMNo.  +h`s      \n";
      cout<<"                `dMMMMMMMMMMMMMMMMdshNmmhdMMh`:soo/-
:dyNMMMMMMMMM-    :/:      \n";
      cout<<"               sMMMMMMMMMMMMMMMMMMNMNMMMNMMy-
`smdN:sdMMNMMMMMMMMm/             \n";
      cout<<"
+MMMMMMMMMNMNNMMMMMMMMMMMMMMMhodMMNs+MMMMMMMMMNNs:.               \n";
      cout<<"             -NMMMMMMMMMNMmdyyMMMMMMMMMMMMMMMMMMMNNMMMMMMMMMMNo
\n";
      cout<<"            `mMMMNdhMMNsoyyssmNMMMmmMMNNNNMMMMMMMMMMMMMMMMMMMMMMMMs`
\n";
      cout<<"           `yMMNysomNmmhsyyhyoyMNddNdh:.--:/++osyyhhddmmmmmh`
\n";
      cout<<"           oMMMMMMdyoyys//oohmNNyNN/`.                  ```..`
\n";
      cout<<"          +MMMMMMMMMmyo--./ossNNNm-                                `
./:.-``       \n";
      cout<<"         -NMMMMMMMMMMMMmsshddmNmNo                              ``..
`hhdmh.`       \n";
      cout<<"        .mMMMMMMMMMMMMNmdmMMMMmMMy`                         ````..-`
oddym+```      \n";
      cout<<"       `hMMMMMMMMMMMMNmmNMMMMNmMym.                  ``` `.----.`
.:yNyd:`.`       \n";
      cout<<"      `hMMMMMMMMMMNmMmNhoNMM+.y/+           --`    ````...--
./+:d`yNs+`   `       \n";
      cout<<"    `yMmNMMMMMMMMMMMNyyoMMM: -+          .sNMo`     `.-.:-`.Ndmd
`/:do`         \n";
```

```
      cout<<"    :ysyhmMMMMMMMMMdyNhmMMh    o        `-dMMMMds:`   `.:/s:oMdNh
:-sMMd`         \n";
      cout<<"  -/-`:/hMMMMMMMMMhdMMsMMMy    .`       `ommMMMMMMh.   `//NhhMdNh
o.yMMm`   `      \n";
      cout<<"  `hNmdNmsdNMMMMMMMMMNyyMMMd      `.``   --.+MMMMMMMd` ``oMMMMMMh
h.yMMs  /o      \n";
      cout<<"    -:.:dNNdNMMMMMMMMsMMMMN`      ```     .sMNNNMMMMMs
`yMMMMMMy`h`+NN: .hd./o/ \n";
      cout<<"       .yNh.`yMMMMMMMMMNhMMMM-     `.``` `.:NMo-mMMMMM-
`.yNNNmmh/.d.-o+`   :/.://`\n";
      cout<<"       +ds  yMMMMMMMMMMmMMMMo    /mMMNd.   :MM: dMMMMm+--
+sdhyo:`.:   `     ``  `` \n";
      cout<<"        `.:yMMMMMMMMMMMMMMMMm   `NMMMMMh::yNm-.sdhsyo-`..-////:-
``       .+/:.`   \n";
      cout<<"       .mMMMMMMMMMMMMMMMMMMMM/ `dNNMMNy---:.    ..``o-`   `..`` `
-+oss`   \n\n";

      cout<<"**SUDDENLY THE ZOMBIE EMERGES** OHH KNOW!! HELP!! ONE OF THE
ZOMBIES HAS GAINED"<<endl;
    cout<<"ACCESS TO THE HOUSE. THE ZOMBIE MAKES A LEAP FOR YOU!\n\n\n";
      system ("color CF ");
      Sleep(250);
      system ("color 0F ");
      Sleep(250);
      system ("color CF ");
      Sleep(250);
      system ("color 0F ");
      Sleep(250);
      system ("color CF ");
      Sleep(250);
      system ("color 0F ");
      Sleep(250);
    int choice2;

    bool Test = false;
    while(Test == false)
      {
          cout << name << " Are you going to run and hide or confront the
Zombie: \n\n";
              cout << "[1] Confront\n";
          cout << "[2] Run and Hide\n";
              cout <<
"\n**************************************************************************
********\n"<< endl;
              cin >> choice2;
          cout << " \n";


              switch (choice2)

          {
           case 1:
                                    system ("CLS");
                                      cout << "\n\n ";
                                      cout<<"                              ``
\n";
                                      cout<<"                            .  .`
`+                   \n";
                                      cout<<"
`./s/::::////:-`                   `dN`                    \n";
```

```
                                    cout<<"
.odMMMMMMMNy+-`                    hMMy                    \n";
                                    cout<<"
:NMMMNmNMMMMdso/.                  :MMMh       `.....-.    \n";
                                    cout<<"                      `:dMMmo+-
odNMNs`                  sMMM:     `:hNNNNNy:`    \n";
                                    cout<<"                   -
/:dMMMNhoyhoyMMNs:                  yMMM+    +mMMMmo+:`      \n";
                                    cout<<"                   +Ndmdsm/dm::y-
mNmo:: `                /MMMh   `dMMM/`          \n";
                                    cout<<"
`doodoy+sNs//+mMMNs```               .NMMN. oMMMo `.`        \n";
                                    cout<<"
.y.:moohyyNdmdNMMsd/                 `NMMMdyMMMd-:o/++       \n";
                                    cout<<"
`.`sd++:/dyhdNNNmy`/.                `NMMMMMMMMNsyss./s`     \n";
                                    cout<<"                  `     -
mhmh/mNdmmdNsh+: `                  +MmMMMMMMMMMNNso.o-     \n";
                                    cout<<"                      .+dMhsoNhs-
`/+.`-                `-+oyNMMMMMMMMMN+hy:s.     \n";
                                    cout<<"                  .:+ymNMMMNhhdy`-
`-``..              `////yNMMMMMMMMMMM+-o:-     \n";
                                    cout<<"
.:/sydmNMMMMN/sNMM+syooys:.         `.-/+//dmMMMMMMMMMMMMhm+:o      \n";
                                    cout<<"
``.````/mMMMMsdNMMMmhoh///hmo`` ``  :osmNmmmNMMMMMMMMMMMN+`do s      \n";
                                    cout<<"                  -
dNMMMMMNMMMMMMMN/. msmyhsoyd//dyNNNNmyNMMMMMMMMMNo.  +h`s      \n";
                                    cout<<"
`dMMMMMMMMMMMMMMMMdshNmmhdMMh`:soo/-:dyNMMMMMMMMM-    :/:      \n";
                                    cout<<"
sMMMMMMMMMMMMMMMMMMNMNMMMNMMy-`smdN:sdMMNMMMMMMMMMm/            \n";
                                    cout<<"
+MMMMMMMMMNMNNMMMMMMMMMMMMMMMhodMMNs+MMMMMMMMMMNNs:.             \n";
                                    cout<<"            -
NMMMMMMMMMNMmdyyMMMMMMMMMMMMMMMMMMMNNMMMMMMMMMMNo                \n";
                                    cout<<"
`mMMMNdhMMNsoyyssmNMMMmmMMNNNNMMMMMMMMMMMMMMMMMMMs`                \n";
                                    cout<<"
`yMMNysomNmmhsyyhyoyMNddNdh:.--:/++osyyhhddmmmmmh`                 \n";
                                    cout<<"
oMMMMMMdyoyys//oohmNNyNN/`.                 ```..`                  \n";
                                    cout<<"          +MMMMMMMMMmyo--
./ossNNNm-                           `  ./:.-``       \n";
                                    cout<<"        -
NMMMMMMMMMMMMmsshddmNmNo                        ``.. `hhdmh.`       \n";
                                    cout<<"
.mMMMMMMMMMMMMNmdmMMMMmMMy`                     ````..-` oddym+```      \n";
                                    cout<<"
`hMMMMMMMMMMMMNmmNMMMMNmMym.                  ``` `.----.` .:yNyd:`.`
\n";
                                    cout<<"     `hMMMMMMMMMMMNmMmNhoNMM+.y/+
--`   ````...--./+:d`yNs+`   `      \n";
                                    cout<<"    `yMmNMMMMMMMMMMMNyyoMMM: -+
.sNMo`    `.-.:-`.Ndmd `/:do`        \n";
                                    cout<<"    :ysyhmMMMMMMMMMdyNhmMMh   o
`-dMMMMds:`  `.:/s:oMdNh :-sMMd`       \n";
                                    cout<<"  -/-`:/hMMMMMMMMMhdMMsMMMy   .`
`ommMMMMMMh.  `//NhhMdNh o.yMMm`  `     \n";
                                    cout<<"  `hNmdNmsdNMMMMMMMMNyyMMMd
`.``  --.+MMMMMMMd` ``oMMMMMMh h.yMMs  /o     \n";
```

```
                                    cout<<"    -:.:dNNdNMMMMMMMMsMMMMN`
```    .sMNNNMMMMMs  `yMMMMMMy`h`+NN: .hd./o/ \n";
                                    cout<<"   .yNh.`yMMMMMMMMNhMMMM-
`.``` `.:NMo-mMMMMM-`.yNNNmmh/.d.-o+`  :/.://`\n";
                                    cout<<"   +ds yMMMMMMMMMMmMMMMo
/mMMNd. :MM: dMMMMm+--+sdhyo:`.:  `   ``  `` \n";
                                    cout<<"   `.:yMMMMMMMMMMMMMMMMm
`NMMMMMh::yNm-.sdhsyo-`..-////:-``   .+/:.` \n";
                                    cout<<"   .mMMMMMMMMMMMMMMMMMMM/
`dNNMMNy---:.   ..``o-`  `..`` `        -+oss` \n\n";

      cout<<"**
*****************\n"<< endl;
                                    cout << name << " Well done, brilliant
confronting the Zombies is the only Way! \n";
                                   Test = true;
                                   falling_info = " ";
                        break;
          case 2:
                  run_hide = false;
                  while(run_hide == false)
                  {
                    if(Random1.random <=50)
                                    {
                                    run_hide = false;
                                    system ("CLS");
                                    cout << "\n\n ";
                                    cout<<"   ``
\n";
                                    cout<<"   . .`
`+   \n";
                                    cout<<"
`./s/::::////:-`   `dN`   \n";
                                    cout<<"
.odMMMMMMNy+-`   hMMy   \n";
                                    cout<<"
:NMMMNmNMMMMdso/.   :MMMh   `.....-.   \n";
                                    cout<<"   `:dMMmo+-
odNMNs`                      sMMM:    `:hNNNNNy:`   \n";
                                    cout<<"   -
/:dMMMNhoyhoyMMNs: yMMM+   +mMMMmo+:`   \n";
                                    cout<<"   +Ndmdsm/dm::y-
mNmo:: `                /MMMh  `dMMM/`   \n";
                                    cout<<"
`doodoy+sNs//+mMMNs```   .NMMN. oMMMo `.`   \n";
                                    cout<<"
.y.:moohyyNdmdNMMsd/   `NMMMdyMMMd-:o/++   \n";
                                    cout<<"
`.`sd++:/dyhdNNNmy`/.                    `NMMMMMMMMNsyss./s`   \n";
                                    cout<<"   `   -
mhmh/mNdmmdNsh+: `   +MmMMMMMMMMMNNso.o-   \n";
                                    cout<<"   .+dMhsoNhs-
`/+.`-   `-+oyNMMMMMMMMMN+hy:s.   \n";
                                    cout<<"   .:+ymNMMMNhhdy`-
`-``..   `////yNMMMMMMMMMMM+-o:-   \n";
                                    cout<<"
.:/sydmNMMMMN/sNMM+syooys:.   `.-/+//dmMMMMMMMMMMMMhm+:o   \n";
                                    cout<<"
``.````/mMMMMsdNMMMmhoh///hmo`` `` :osmNmmmNMMMMMMMMMMMN+`do s   \n";
                                    cout<<"   -
dNMMMMMNMMMMMMMN/. msmyhsoyd//dyNNNNmyNMMMMMMMMMNo. +h`s   \n";
```
```

```
                                    cout<<"
`dMMMMMMMMMMMMMMMMdshNmmhdMMh`:soo/-:dyNMMMMMMMMMM-     :/:       \n";
                                    cout<<"
sMMMMMMMMMMMMMMMMMMNMNMMMNMMy-`smdN:sdMMNMMMMMMMMMm/              \n";
                                    cout<<"
+MMMMMMMMMMNMNNMMMMMMMMMMMMMMMhodMMNs+MMMMMMMMMMNNs:.              \n";
                                    cout<<"             -
NMMMMMMMMMMNMmdyyMMMMMMMMMMMMMMMMMMMNNMMMMMMMMMMNo                 \n";
                                    cout<<"
`mMMMNdhMMNsoyyssmNMMMmmMMNNNNMMMMMMMMMMMMMMMMMMMs`                  \n";
                                    cout<<"
`yMMNysomNmmhsyyhyoyMNddNdh:.--:/++osyyhhddmmmmmh`                    \n";
                                    cout<<"
oMMMMMMdyoyys//oohmNNyNN/`.                  ```..`                    \n";
                                    cout<<"          +MMMMMMMMMmyo--
./ossNNNm-                            `  ./:.-``        \n";
                                    cout<<"         -
NMMMMMMMMMMMMmsshddmNmNo                          ``.. `hhdmh.`        \n";
                                    cout<<"
.mMMMMMMMMMMMMNmdmMMMMmMMy`                        ````..-` oddym+```       \n";
                                    cout<<"
`hMMMMMMMMMMMNmmNMMMMNmMym.                 ``` `.----.` .:yNyd:`.`
\n";
                                    cout<<"      `hMMMMMMMMMMNmMmNhoNMM+.y/+
--`   ````...--./+:d`yNs+`    `       \n";
                                    cout<<"     `yMmNMMMMMMMMMMMNyyoMMM: -+
.sNMo`     `.-.:-`.Ndmd `/:do`          \n";
                                    cout<<"     :ysyhmMMMMMMMMMdyNhmMMh    o
`-dMMMMds:`   `.:/s:oMdNh :-sMMd`         \n";
                                    cout<<"  -/-`:/hMMMMMMMMMhdMMsMMMy    .`
`ommMMMMMMh.   `//NhhMdNh o.yMMm`   `      \n";
                                    cout<<"  `hNmdNmsdNMMMMMMMMNyyMMMd
`.``   --.+MMMMMMMd` ``oMMMMMMh h.yMMs  /o      \n";
                                    cout<<"    -:.:dNNdNMMMMMMMMsMMMMN`
```     .sMNNMMMMMs   `yMMMMMMy`h`+NN: .hd./o/ \n";
                                    cout<<"   .yNh.`yMMMMMMMMNhMMMM-
`.``` `.:NMo-mMMMMM-`.yNNNmmh/.d.-o+`  :/.://`\n";
                                    cout<<"   +ds yMMMMMMMMMMmMMMMo
/mMMNd.   :MM: dMMMMm+--+sdhyo:`.:   `   ``  `` \n";
                                    cout<<"   `.:yMMMMMMMMMMMMMMMMm
`NMMMMMh::yNm-.sdhsyo-`..-////:-``   .+/:.` \n";
                                    cout<<"   .mMMMMMMMMMMMMMMMMMMM/
`dNNMMNy---:.   ..``o-`  `..`` `         -+oss` \n\n";

      cout<<"**
******************\n\n"<< endl;
                                    cout<< name <<" You have chosen to run and
hide, ok lets try and escape as quickly and.\n";
                         cout<<"as quietly as you can. You get spotted by the
Zombie, he runs over to you and knocks\n";
                                    cout<<"you to the ground!" << name << " you
ropping your weapon aand loosing 30 percent\n";
                                    cout<<"of your health!\n";
                                    character_health=(character_health/100)*70;
                                    weapon_name = "Bare Hands";
                                    falling_info = " The Zombie is behind
you!!\n";
                                    head_damage1 /=2;
                                    body_damage1 /=2;
                                    leg_damage1 /=2;;
                                    Test = true;
```
```

```
                                    break;
                                    system ("Pause");
                                  }
                                   else
                                   {
                                         system ("CLS");
                                         cout << "\n\n ";
                                         cout<<"                                  ``
\n";
                                         cout<<"                                .   .`
`+                    \n";
                                         cout<<"
`./s/::::////:-`                    `dN`                    \n";
                                         cout<<"
.odMMMMMMNy+-`                       hMMy                     \n";
                                         cout<<"
:NMMMNmNMMMMdso/.                    :MMMh       `.....-.    \n";
                                         cout<<"                        `:dMMmo+-
odNMNs`                      sMMM:     `:hNNNNNy:`    \n";
                                         cout<<"                     -
/:dMMMNhoyhoyMMNs:                     yMMM+    +mMMMmo+:`      \n";
                                         cout<<"                     +Ndmdsm/dm::y-
mNmo:: `                  /MMMh   `dMMM/`          \n";
                                         cout<<"
`doodoy+sNs//+mMMNs```                 .NMMN. oMMMo `.`        \n";
                                         cout<<"
.y.:moohyyNdmdNMMsd/                     `NMMMdyMMMd-:o/++       \n";
                                         cout<<"
`.`sd++:/dyhdNNNmy`/.                    `NMMMMMMMMNsyss./s`     \n";
                                         cout<<"                  `     -
mhmh/mNdmmdNsh+: `                     +MmMMMMMMMMMNNso.o-     \n";
                                         cout<<"                        .+dMhsoNhs-
`/+.`-                 `-+oyNMMMMMMMMMN+hy:s.     \n";
                                         cout<<"                  .:+ymNMMMNhhdy`-
`-``..              `////yNMMMMMMMMMM+-o:-      \n";
                                         cout<<"
.:/sydmNMMMMN/sNMM+syooys:.          `.-/+//dmMMMMMMMMMMMMhm+:o       \n";
                                         cout<<"
``.````/mMMMMsdNMMMmhoh///hmo`` ``  :osmNmmmNMMMMMMMMMMMMN+`do s       \n";
                                         cout<<"                        -
dNMMMMMNMMMMMMMN/. msmyhsoyd//dyNNNNmyNMMMMMMMMMNo.   +h`s       \n";
                                         cout<<"
`dMMMMMMMMMMMMMMMMdshNmmhdMMh`:soo/-:dyNMMMMMMMMM-     :/:       \n";
                                         cout<<"
sMMMMMMMMMMMMMMMMMMNMNMMMNMMy-`smdN:sdMMNMMMMMMMMm/              \n";
                                         cout<<"
+MMMMMMMMMNMNNMMMMMMMMMMMMMMMhodMMNs+MMMMMMMMMNNs:.               \n";
                                         cout<<"             -
NMMMMMMMMMNMmdyyMMMMMMMMMMMMMMMMMMNNMMMMMMMMMMNo                  \n";
                                         cout<<"
`mMMMNdhMMNsoyyssmNMMMmmMMNNNNMMMMMMMMMMMMMMMMMMs`                  \n";
                                         cout<<"
`yMMNysomNmmhsyyhyoyMNddNdh:.--:/++osyyhhddmmmmmh`                  \n";
                                         cout<<"
oMMMMMMdyoyys//oohmNNyNN/`.                  ```..`                  \n";
                                         cout<<"          +MMMMMMMMMmyo--
./ossNNNm-                    `   ./:.-``       \n";
                                         cout<<"        -
NMMMMMMMMMMMMmsshddmNmNo                        ``.. `hhdmh.`       \n";
                                         cout<<"
.mMMMMMMMMMMMNmdmMMMMmMMy`                      ````..-` oddym+```      \n";
```

```
                                    cout<<"
`hMMMMMMMMMMMNmmNMMMMNmMym.                  ``` `.----.` .:yNyd:`.`
\n";
                                    cout<<"      `hMMMMMMMMMNmMmNhoNMM+.y/+
--`   ````...--./+:d`yNs+`   `      \n";
                                    cout<<"    `yMmNMMMMMMMMMMNyyoMMM: -+
.sNMo`    `.-.:-`.Ndmd `/:do`        \n";
                                    cout<<"    :ysyhmMMMMMMMMdyNhmMMh   o
`-dMMMMds:`  `.:/s:oMdNh :-sMMd`       \n";
                                    cout<<"  -/-`:/hMMMMMMMMhdMMsMMMy   .`
`ommMMMMMMh.  `//NhhMdNh o.yMMm`  `     \n";
                                    cout<<"  `hNmdNmsdNMMMMMMMMNyyMMMd
`.``  --.+MMMMMMMd` ``oMMMMMMh h.yMMs  /o     \n";
                                    cout<<"    -:.:dNNdNMMMMMMMMsMMMMN`
```    .sMNNNMMMMMs  `yMMMMMMy`h`+NN: .hd./o/ \n";
                                    cout<<"   .yNh.`yMMMMMMMMNhMMMM-
`.``` `.:NMo-mMMMMM-`.yNNNmmh/.d.-o+`  :/.://`\n";
                                    cout<<"   +ds yMMMMMMMMMMmMMMMo
/mMMNd. :MM: dMMMMm+--+sdhyo:`.:  `   ``  `` \n";
                                    cout<<"   `.:yMMMMMMMMMMMMMMMMm
`NMMMMMh::yNm-.sdhsyo-`..-////:-``   .+/:.` \n";
                                    cout<<"   .mMMMMMMMMMMMMMMMMMMM/
`dNNMMNy---:.   ..``o-`  `..`` `       -+oss` \n\n";

      cout<<"**
*****************\n\n"<< endl;
                                    cout<< name <<" You have chosen to run and
hide.\n";
                        cout<<"You Hide succesfully the Zombie leaves you to
it!\n";
                                    cout<<"You increase you experience by 4
points well done.\n";
                                    Test = true;
                                    run_hide =true;
                                    experience += 4;
                                        cout <<
"**
******\n\n";
                                    cout <<"\n\n" << name << " you have
have a health of : " << character_health << endl;
                                    cout << name << " you have an Armor
Strengh of: " << charactarhealth1.Armor << endl;
                                    cout << name << " you have an
experience level of: " << experience << endl;
                                    system ("Pause");
                                    break;
                                }

          }
      }

 if (run_hide == false)
 {
      if (experience >=9)
      {
                  system ("CLS");
                                    cout<<"   ``
\n";
                                    cout<<"   . .`
`+   \n";
```
```

```
                                    cout<<"
`./s/::::////:-`                   `dN`                    \n";
                                    cout<<"
.odMMMMMMNy+-`                      hMMy                     \n";
                                    cout<<"
:NMMMNmNMMMMdso/.                   :MMMh        `.....-.    \n";
                                    cout<<"                      `:dMMmo+-
odNMNs`                      sMMM:     `:hNNNNNy:`    \n";
                                    cout<<"                    -
/:dMMMNhoyhoyMMNs:                   yMMM+    +mMMMmo+:`      \n";
                                    cout<<"                    +Ndmdsm/dm::y-
mNmo:: `                 /MMMh   `dMMM/`          \n";
                                    cout<<"
`doodoy+sNs//+mMMNs```                .NMMN. oMMMo `.`        \n";
                                    cout<<"
.y.:moohyyNdmdNMMsd/                    `NMMMdyMMMd-:o/++       \n";
                                    cout<<"
`.`sd++:/dyhdNNNmy`/.                   `NMMMMMMMMNsyss./s`     \n";
                                    cout<<"                  `     -
mhmh/mNdmmdNsh+: `                  +MmMMMMMMMMMNNso.o-     \n";
                                    cout<<"                      .+dMhsoNhs-
`/+.`-                `-+oyNMMMMMMMMMN+hy:s.     \n";
                                    cout<<"                 .:+ymNMMMNhhdy`-
`-``..              `////yNMMMMMMMMMM+-o:-      \n";
                                    cout<<"
.:/sydmNMMMMN/sNMM+syooys:.         `.-/+//dmMMMMMMMMMMMMhm+:o       \n";
                                    cout<<"
``.````/mMMMMsdNMMMmhoh///hmo`` `` :osmNmmmNMMMMMMMMMMMN+`do s       \n";
                                    cout<<"                  -
dNMMMMMNMMMMMMMN/. msmyhsoyd//dyNNNNmyNMMMMMMMMMNo.  +h`s       \n";
                                    cout<<"
`dMMMMMMMMMMMMMMMMdshNmmhdMMh`:soo/-:dyNMMMMMMMMM-     :/:       \n";
                                    cout<<"
sMMMMMMMMMMMMMMMMMMNMNMMMNMMy-`smdN:sdMMNMMMMMMMMm/              \n";
                                    cout<<"
+MMMMMMMMMNMNNMMMMMMMMMMMMMMMhodMMNs+MMMMMMMMMNNs:.               \n";
                                    cout<<"             -
NMMMMMMMMMNMmdyyMMMMMMMMMMMMMMMMMMNNMMMMMMMMMNo                   \n";
                                    cout<<"
`mMMMNdhMMNsoyyssmNMMMmmMMNNNNMMMMMMMMMMMMMMMMMMs`                  \n";
                                    cout<<"
`yMMNysomNmmhsyyhyoyMNddNdh:.--:/++osyyhhddmmmmmh`                  \n";
                                    cout<<"
oMMMMMMdyoyys//oohmNNyNN/`.                  ```..`                  \n";

      cout<<"**************************************************************
*****************\n\n"<< endl;
 int choice3;
 while( Zombie_health >0 && character_health >0 )
{

    bool Test = false;
    while(Test == false)
      {
              cout << name << " Where abouts would you like to aim to
attack the Zombie: \n\n";
          cout << "1. Leg\n";
          cout << "2. Body\n";
              cout << "3. Head\n";
              cin >> choice3;
               cout<< " \n";
```

```
              switch (choice3)

          {
           case 1:
                                    cout <<
"\n*************************************************************************
********\n"<< endl;
                                    cout<<" Ok right your are aiming for the
leg of the Zombie.\n";
                        Test = true;
                        damage = leg_damage1;
                                    Zombie_health -= damage;
                                    system ("CLS");
                                    break;
           case 2:
                                    cout <<
"\n*************************************************************************
********\n"<< endl;
                                    cout<<" Ok right your are aiming for the
chest of the Zombie.\n";
                        Test = true;
                        damage = body_damage1;
                                    Zombie_health -= damage;
                                    system ("CLS");
                                    break;

               case 3:
                                    cout <<
"\n*************************************************************************
********\n"<< endl;
                                    cout<<" Ok right your are aiming for the
head of the Zombie.\n";
                        Test = true;
                        damage = head_damage1;
                                    Zombie_health -= damage;
                                    system ("CLS");
                                    break;

          default:
                        cout <<
"\n*************************************************************************
********\n"<< endl;
                                    cout<< " You Havn't selected what action to
take?\n\n\n";
                                    system("CLS");
               }

      }

                                        cout<<"                          ``
\n";
                                        cout<<"                          .  .`
`+                   \n";
                                        cout<<"
`./s/::::////:-`                    `dN`                    \n";
                                        cout<<"
.odMMMMMMNy+-`                      hMMy                     \n";
                                        cout<<"
:NMMMNmNMMMMdso/.                   :MMMh       `.....-.    \n";
```

```
                                    cout<<"                    `:dMMmo+-
odNMNs`                    sMMM:    `:hNNNNNy:`   \n";
                                    cout<<"                 -
/:dMMMNhoyhoyMMNs:                   yMMM+   +mMMMmo+:`     \n";
                                    cout<<"                 +Ndmdsm/dm::y-
mNmo:: `                /MMMh  `dMMM/`         \n";
                                    cout<<"
`doodoy+sNs//+mMMNs```                .NMMN. oMMMo `.`       \n";
                                    cout<<"
.y.:moohyyNdmdNMMsd/                  `NMMMdyMMMd-:o/++      \n";
                                    cout<<"
`.`sd++:/dyhdNNNmy`/.                 `NMMMMMMMMNsyss./s`    \n";
                                    cout<<"                   `    -
mhmh/mNdmmdNsh+: `                 +MmMMMMMMMMMNNso.o-    \n";
                                    cout<<"                     .+dMhsoNhs-
`/+.`-                `-+oyNMMMMMMMMMN+hy:s.    \n";
                                    cout<<"                .:+ymNMMMNhhdy`-
`-``..             `////yNMMMMMMMMMMM+-o:-     \n";
                                    cout<<"
.:/sydmNMMMMN/sNMM+syooys:.         `.-/+//dmMMMMMMMMMMMMhm+:o      \n";
                                    cout<<"
``.````/mMMMMsdNMMMmhoh///hmo`` `` :osmNmmmNMMMMMMMMMMMMN+`do s      \n";
                                    cout<<"                  -
dNMMMMMNMMMMMMMN/. msmyhsoyd//dyNNNNmyNMMMMMMMMMNo.  +h`s      \n";
                                    cout<<"
`dMMMMMMMMMMMMMMMMdshNmmhdMMh`:soo/-:dyNMMMMMMMMM-    :/:      \n";
                                    cout<<"
sMMMMMMMMMMMMMMMMMMNMNMMMNMMy-`smdN:sdMMNMMMMMMMMm/             \n";
                                    cout<<"
+MMMMMMMMMNMNNMMMMMMMMMMMMMMMhodMMNs+MMMMMMMMMNNs:.              \n";
                                    cout<<"            -
NMMMMMMMMMNMmdyyMMMMMMMMMMMMMMMMMMMNNMMMMMMMMMNo                 \n";
                                    cout<<"
`mMMMNdhMMNsoyyssmNMMMmmMMNNNNMMMMMMMMMMMMMMMMMMs`                 \n";
                                    cout<<"
`yMMNysomNmmhsyyhyoyMNddNdh:.--:/++osyyhhddmmmmmh`                 \n";
                                    cout<<"
oMMMMMMdyoyys//oohmNNyNN/`.                  ```..`                 \n";

      cout<<"**********************************************************
******************\n"<< endl;
                                    cout<< falling_info << "You have " <<
weapon_name << " to defend yourself!\n\n Boss Zombie: ";

                                    boss1.EnemyTaunt(); //Enermy Taunts
Main Charactar


      cout<<"\n**********************************************************
********************\n"<< endl;
                        cout << "You inflict: " << damage << " damage on
the Boss Zombie";
            cout<<" \n\n                        Zombie health is: " <<
Zombie_health <<" \n\n";
            boss1.BH1.BHfire ();
            endamage = ZombieBite.En_Damage();
            cout << "the enermy inflicts: " << endamage << " damage\n\n";
            character_health-= endamage;
            cout <<
"**********************************************************************
******\n\n";
```

```
            cout << "              "       << name <<": Your health is: " <<
character_health;
            cout << "\n                    Your Armor Protection is: " <<
charactarhealth1.Armor << "\n";
            cout << "                   Your experience level is: " <<
experience << " \n\n";
            cout <<
"*************************************************************************
******\n\n";

            }
      }
      else
      {
            system ("CLS");
            cout<<"                           ``
\n";
            cout<<"                           .  .`
`+                    \n";
            cout<<"                           `./s/::::////:-`
`dN`                   \n";
            cout<<"                          .odMMMMMMNy+-`
hMMy                   \n";
            cout<<"                         :NMMMNmNMMMdso/.
:MMMh        `.....-.    \n";
            cout<<"                        `:dMMmo+-odNMNs`
sMMM:     `:hNNNNNy:`    \n";
            cout<<"                     -/:dMMMNhoyhoyMMNs:
yMMM+    +mMMMmo+:`      \n";
            cout<<"                     +Ndmdsm/dm::y-mNmo:: `
/MMMh   `dMMM/`          \n";
            cout<<"                     `doodoy+sNs//+mMMNs```
.NMMN. oMMMo `.`         \n";
            cout<<"                     .y.:moohyyNdmdNMMsd/
`NMMMdyMMMd-:o/++        \n";
            cout<<"                     `.`sd++:/dyhdNNNmy`/.
`NMMMMMMMMNsyss./s`      \n";
            cout<<"                  `    -mhmh/mNdmmdNsh+: `
+MmMMMMMMMMMNNso.o-      \n";
            cout<<"                       .+dMhsoNhs-`/+.`-                `-
+oyNMMMMMMMMMN+hy:s.      \n";
            cout<<"                  .:+ymNMMMNhhdy`-`-``..
`////yNMMMMMMMMMMM+-o:-      \n";
            cout<<"              .:/sydmNMMMMN/sNMM+syooys:.         `.-
/+//dmMMMMMMMMMMMMhm+:o       \n";
            cout<<"              ``.````/mMMMsdNMMMmhoh///hmo`` ``
:osmNmmmNMMMMMMMMMMMN+`do s       \n";
            cout<<"                -dNMMMMMNMMMMMMMN/.
msmyhsoyd//dyNNNNmyNMMMMMMMMMNo.  +h`s       \n";
            cout<<"                `dMMMMMMMMMMMMMMMMdshNmmhdMMh`:soo/-
:dyNMMMMMMMMM-     :/:       \n";
            cout<<"               sMMMMMMMMMMMMMMMMMMNMNMMMNMMy-
`smdN:sdMMNMMMMMMMMMm/             \n";
            cout<<"
+MMMMMMMMMNMNNMMMMMMMMMMMMMMMhodMMNs+MMMMMMMMMNNs:.               \n";
            cout<<"             -
NMMMMMMMMMNMmdyyMMMMMMMMMMMMMMMMMMNNMMMMMMMMMMNo                  \n";
            cout<<"
`mMMMNdhMMNsoyyssmNMMMmmMMNNNNMMMMMMMMMMMMMMMMMMMs`                 \n";
            cout<<"           `yMMNysomNmmhsyyhyoyMNddNdh:.--
:/++osyyhhddmmmmmh`                  \n";
```

```
            cout<<"           oMMMMMMdyoyys//oohmNNyNN/`.
```````..`                    \n";

      cout<<"**
**********\n\n"<< endl;
            int choice3;

            while(Zombie_health >0 && character_health> 0)
            {
                  bool Test = false;
                  while(Test == false)
                  {
                    cout << name << " Where abouts would you like to aim to
attack the Zombie: \n\n";
                    cout << "1. Leg\n";
                    cout << "2. Body\n";
                    cout << "3. Head\n";
                    cin >> choice3;
                    cout<< " \n";

                    switch (choice3)
              {
                     case 1:
                                          cout <<
"\n**
********\n"<< endl;
                                          cout<<" Ok right your are aiming for
the leg of the Zombie.\n";
                                          Test = true;
                                          damage = leg_damage1;
                                          Zombie_health -= damage;
                                          system ("CLS");
                                          break;
                    case 2:
                                          cout <<
"\n**
********\n"<< endl;
                                          cout<<" Ok right your are aiming for
the chest of the Zombie.\n";
                                          Test = true;
                                          damage = body_damage1;
                                          Zombie_health -= damage;
                                          system ("CLS");
                                          break;

                     case 3:
                                          cout <<
"\n**
********\n"<< endl;
                                          cout<<" Ok right your are aiming for
the head of the Zombie.\n";
                                          Test = true;
                                          damage = head_damage1;
                                          Zombie_health -= damage;
                                          system ("CLS");
                                          break;

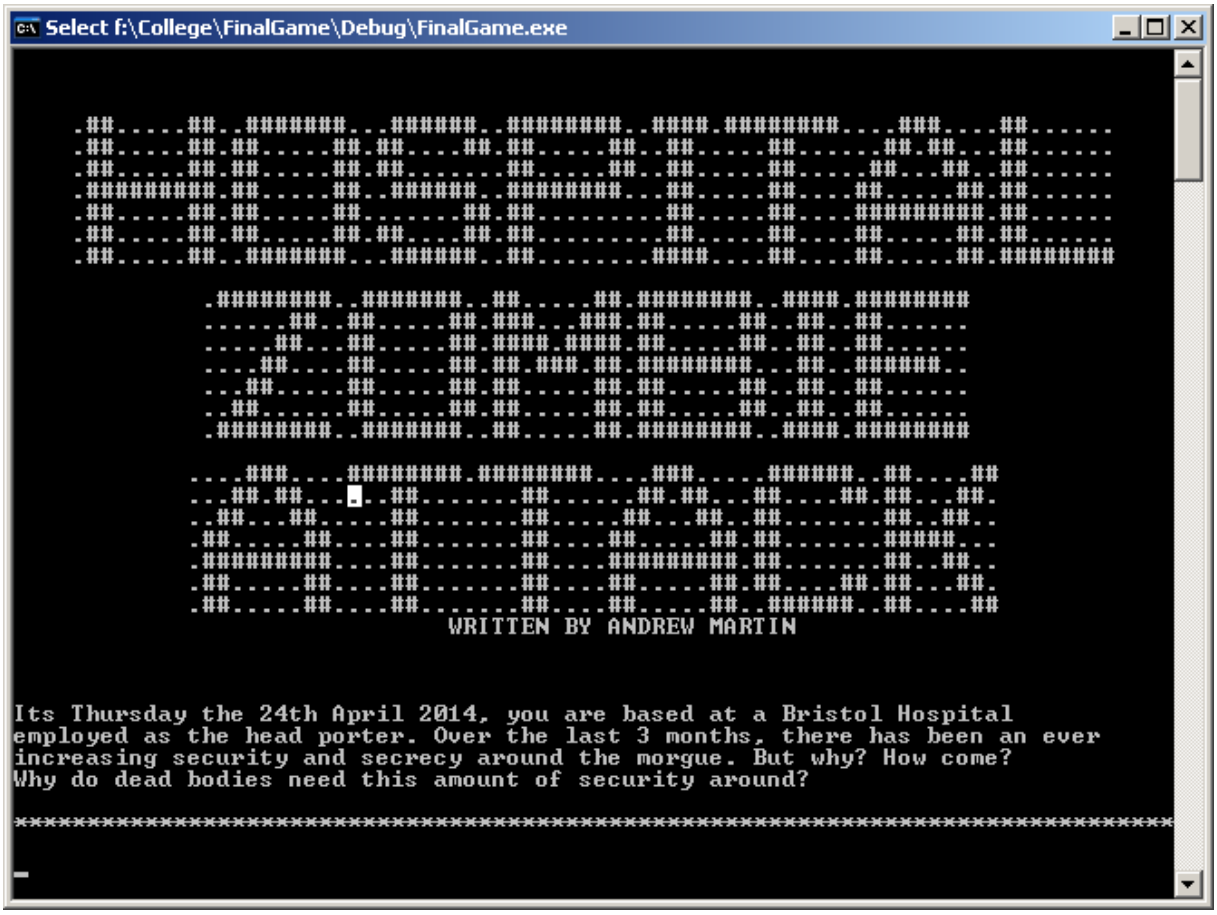
                   default:
                                          cout <<
"\n**
********\n"<< endl;
```
```

```
                                    cout<< " You Havn't selected what
action to take?\n\n\n";
                                    system("CLS");
                  }



cout<<"                         .  .`                        `+                 \n";
cout<<"                        `./s/::::////:-`             `dN`                \n";
cout<<"                       .odMMMMMMMNy+-`               hMMy                \n";
cout<<"                      :NMMMNmNMMMMdso/.             :MMMh       `.....-.  \n";
cout<<"                     `:dMMmo+-odNMNs`               sMMM:     `:hNNNNNy:`  \n";
cout<<"                   -/:dMMMNhoyhoyMMNs:              yMMM+   +mMMMmo+:`     \n";
cout<<"                   +Ndmdsm/dm::y-mNmo:: `           /MMMh  `dMMM/`         \n";
cout<<"                   `doodoy+sNs//+mMMNs``            .NMMN. oMMMo `.`       \n";
cout<<"                   .y.:moohyyNdmdNMMsd/             `NMMMdyMMMd-:o/++      \n";
cout<<"                   `.`sd++:/dyhdNNNmy`/.            `NMMMMMMMMNsyss./s`    \n";
cout<<"                 `    -mhmh/mNdmmdNsh+: `           +MmMMMMMMMMMNNso.o-    \n";
cout<<"                      .+dMhsoNhs-`/+.`-           `-+oyNMMMMMMMMMMN+hy:s.  \n";
cout<<"                    .:+ymNMMMNhhdy`-`-``..      `////yNMMMMMMMMMMMM+-o:-   \n";
cout<<"                .:/sydmNMMMMN/sNMM+syooys:.    `.-/+//dmMMMMMMMMMMMMMhm+:o \n";
cout<<"               ``.````/mMMMsdNMMMmhoh//hmo`` `` :osmNmmmNMMMMMMMMMMMMN+`do s \n";
cout<<"                   -dNMMMMMNMMMMMMMMN/. msmyhsoyd//dyNNNNmyNMMMMMMMMMNo.  +h`s  \n";
cout<<"                  `dMMMMMMMMMMMMMMMMdshNmmhdMMh`:soo/-:dyNMMMMMMMMMM-    :/:  \n";
cout<<"                  sMMMMMMMMMMMMMMMMMMNMNMMMMNMMy-`smdN:sdMMNMMMMMMMMMm/        \n";
cout<<"                 +MMMMMMMMMNMNNMMMMMMMMMMMMMMMhodMMNs+MMMMMMMMMMNNs:.         \n";
cout<<"                -NMMMMMMMMMNMmdyyMMMMMMMMMMMMMMMMMMMMNNMMMMMMMMMMNo           \n";
cout<<"               `mMMMNdhMMNsoyyssmNMMMmmMMNNNNMMMMMMMMMMMMMMMMMMMMs`           \n";
cout<<"              `yMMNysomNmmhsyyhyoyMNddNdh:.--:/++osyyhhddmmmmmh`             \n";
cout<<"              oMMMMMMdyoyys//oohmNNyNN/`.                 ```..`             \n";
cout<<"             +MMMMMMMMMmyo--./ossNNNm-                           `  ./:.-``  \n";
cout<<"            -NMMMMMMMMMMMMmsshddmNmNo                        ``.. `hhdmh.`   \n";
cout<<"           .mMMMMMMMMMMMMNmdmMMMMmMMy`                   ````..-` oddym+```  \n";
cout<<"          `hMMMMMMMMMMMMNmmNMMMMMNmMym.             ``` `.----.` .:yNyd:`.`  \n";
cout<<"         `hMMMMMMMMMMNmMmNhoNMM+.y/+        --`    ````...--./+:d`yNs+`   `  \n";
cout<<"        `yMmNMMMMMMMMMMMMNyyoMMM: -+         .sNMo`     `.-.:-`.Ndmd `/:do`   \n";
cout<<"        :ysyhmMMMMMMMMMdyNhmMMh   o        `-dMMMMds:`  `.:/s:oMdNh :-sMMd`   \n";
cout<<"      -/-`:/hMMMMMMMMMhdMMsMMMy   .`       `ommMMMMMMh.  `//NhhMdNh o.yMMm`  `  \n";
cout<<"      `hNmdNmsdNMMMMMMMMMNyyMMMd     `.``  --.+MMMMMMMd` ``oMMMMMMh h.yMMs  /o  \n";
cout<<"        -:.:dNNdNMMMMMMMMMsMMMMN`     ```     .sMNNMMMMMs  `yMMMMMMy`h`+NN: .hd./o/ \n";
cout<<"          .yNh.`yMMMMMMMMNhMMMM-     `.```  `.:NMo-mMMMMM-`.yNNNmmh/.d.-o+`  :/.://`\n";
cout<<"          +ds   yMMMMMMMMMMmMMMMo   /mMMNd.   :MM: dMMMMm+--+sdhyo:`.:   `    ``  ``\n";
cout<<"           `.:yMMMMMMMMMMMMMMMMMm  `NMMMMMh::yNm-.sdhsyo-`..-////:-``      .+/:.` \n";
cout<<"          .mMMMMMMMMMMMMMMMMMMMMMM/  `dNNMMNy---:.   ..``o-`  `..`` `       -+oss` \n\n";
cout<<"****************************************************************************\n\n"<< endl;

        cout<<"*************************************************************
*****************\n"<< endl;
                cout<< falling_info << "You have " << weapon_name << " to
defend yourself!\n\n Zombie: ";
                enermy1.EnemyTaunt(); //Enermy Taunts Main Charactar

        cout<<"\n***********************************************************
*******************\n\n"<< endl;
                cout << "You inflict: " << damage << " damage on the Enermy";
                cout<<" \n\n                    Zombie health is: " <<
Zombie_health <<" \n\n";
                enermy1.BH1.BHfire ();
                endamage = ZombieBite.En_Damage();
                cout << "the enermy inflicts: " << endamage << " damage\n\n";
                character_health-= endamage;
                cout <<
"*************************************************************
******\n\n";
```

```
            cout << "             "  << name <<": Your health is: " <<
character_health;
            cout << "\n                    Your Armor Protection is: " <<
charactarhealth1.Armor << "\n";
            cout << "                   Your experience level is: " <<
experience << " \n\n";
            cout <<
"**************************************************************************
******\n\n";

            }
      }
      system ("Pause");
      if(character_health >0 && Zombie_health <= 0)
      {
            system ("CLS");

            cout << "\n\n
.##....##..#######..##.....##....##......##.####.##....##.####\n";
            cout << "
..##..##..##.....##.##.....##....##..##..##..##..###...##.####\n";
            cout << "
...####...##.....##.##.....##....##..##..##..##..####..##.####\n";
            cout << "
....##....##.....##.##.....##....##..##..##..##..##.##.##..##.\n";
            cout << "
....##....##.....##.##.....##....##..##..##..##..##..####.....\n";
            cout << "
....##....##.....##.##.....##....##..##..##..##..##...###.####\n";
            cout << "
....##.....#######...#######......###..###..####.##....##.####\n";
            cout<< "\n                                    CONGRATULATIONS!!\n\n";
            cout << "You have gained 3 more experience points! \n";
            experience += 3;

            cout <<
"**************************************************************************
******\n\n";
            cout <<"\n\n" << name << " you have have a health of : " <<
character_health << endl;
            cout << name << " you have an Armor Strengh of: " <<
charactarhealth1.Armor << endl;
            cout << name << " you have an experience level of: " <<
experience << endl;
            system ("color A0 ");
            Sleep(250);
            system ("color 0F ");
            Sleep(250);
            system ("color A0 ");
            Sleep(250);
            system ("color 0F ");
            Sleep(250);
            system ("color A0 ");
            Sleep(250);
            system ("color 0F ");
            Sleep(250);

            srand((unsigned)time(0));
            int Health_Pack;
            for(int index=0; index<1; index++)
            {
```

```
                    Health_Pack = (rand()%25)+1;
                    cout << "\n\nYOU PICK UP A HEALTH PACK WORTH: " <<
Health_Pack << " EXTRA LIFE POINTS\n";
                    character_health+= Health_Pack;
                    cout <<
"**************************************************************************
******\n\n";
                    cout << name << " You have an updated profile of: \n\n";
                    cout << "                              A health of: "<<
character_health << " \n";
                    cout << "                              You have an Armor
Protection of: " << charactarhealth1.Armor << "\n";
                    cout << "                              You have an
experience of: " << experience << " \n\n";
                    cout <<
"**************************************************************************
******\n\n";

             }

      }
      else if(character_health <= 0)
      {
             system ("CLS");
             cout<< "\n\nUnforchantly you died, this means you have failed
the\n";
             cout<< "mission!!\n\n";
             cout <<
"**************************************************************************
******\n\n";
             cout<< "
..######.....###....##.....##.########\n";
             cout<< "
.##....##....##.##...###...###.##......\n";
             cout<< "
.##.........##...##..####.####.##......\n";
             cout<< "
.##...####.##.....##.##.###.##.######..\n";
             cout<< "
.##....##..#########.##.....##.##......\n";
             cout<< "
.##....##..##.....##.##.....##.##......\n";
             cout<< "
..######...##.....##.##.....##.########\n\n";
             cout<< "
..########..##.....##.########.########.\n";
             cout<< "
.##.....##.##.....##.##.......##.....##\n";
             cout<< "
.##.....##.##.....##.##.......##.....##\n";
             cout<< "
.##.....##.##.....##.######...########.\n";
             cout<< "
.##.....##..##...##..##.......##...##..\n";
             cout<< "
.##.....##...##.##...##.......##....##.\n";
             cout<< "
..########.....###....########.##.....##\n";
             cout << "\n                Thankyou and Better Luck Next
Time!\n\n";
```

```
            cout <<
"*****************************************************************************
******\n\n";
            system ("PAUSE");
            exit(0);

                  }

            }
      }
      else
      {
            cout << "test";
      }

      }


      cout<< Cheat << "\nWell done you have done brilliantly!\n";


return;
}
```



The way I have laid the coding out of my game is important, as it almost allows for anybody with basic C++ skill to go in edit, change or further develop the game this is because the code has been laid out in such a way. My classes are assigned to different header files that are name accordantly, example “people.h” this is the header file that contain the different characters of the game. The same applies for the other of my header file “weapons.h”.

When it comes to the main body of the code the majority of it is annotated so that others know what is going on within the coding. The names of objects and variables are named very much in accordance with what they contain.

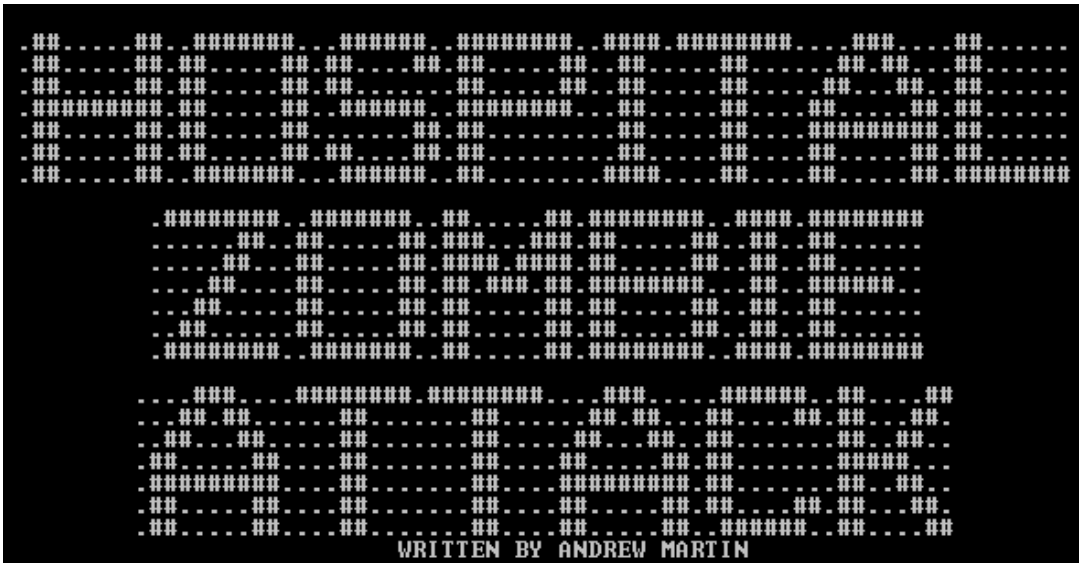
If it was necessary for somebody else to manipulate, edit and improve code that is either written by you or another developer the code has to be written in a way that someone can carry it one from. Variable names, it’s important when working in a team or writing your program that you use relevant names to call the variables partially if your writing a fairly big program it could easily get muddled and confused between developers.

Example:
Characters health is called from a class, therefore needs to be saved to a variable so it can be updated and called throughout the game. The characters health has to be given a variable name that is relevant to what it stores; otherwise no one other than the person that created the variable will know what is contained within the variable, but also if you have a number of variables storing different characters health there

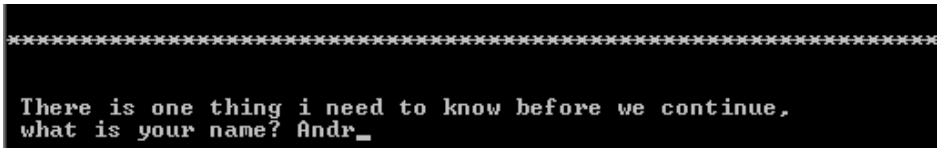
should be a consensus that there should be a standard abbreviation to use for similar variables throughout the program. This is useful as a developer may be searching for one particular health variable and will be able to guess what the variable would be called because of the standard of abbreviations across the program.

“Hospital Attack” User Guide

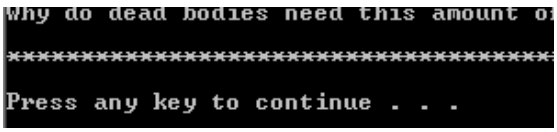
The game is a text based game that works around you and your inputs; you will be using the keyboard largely within the game.



When it asks for a particular input from you name or a number it is important once you have entered that detail you press “return” or the “Enter” button on the keyboard, with out doing this the game won’t continue.



If you enter the wrong input for example you enter a number to high or accidently enter a character rather than a number it doesn’t matter you have the opportunity to re-enter the command.



The game will ask you to “Press Any Key to continue… “A number of times, on the keyboard just press any button and the game will continue.

[1]

[1] http://wwwdelivery.superstock.com/WI/223/1527/PreviewComp/SuperStock_1527R-687001.jpg