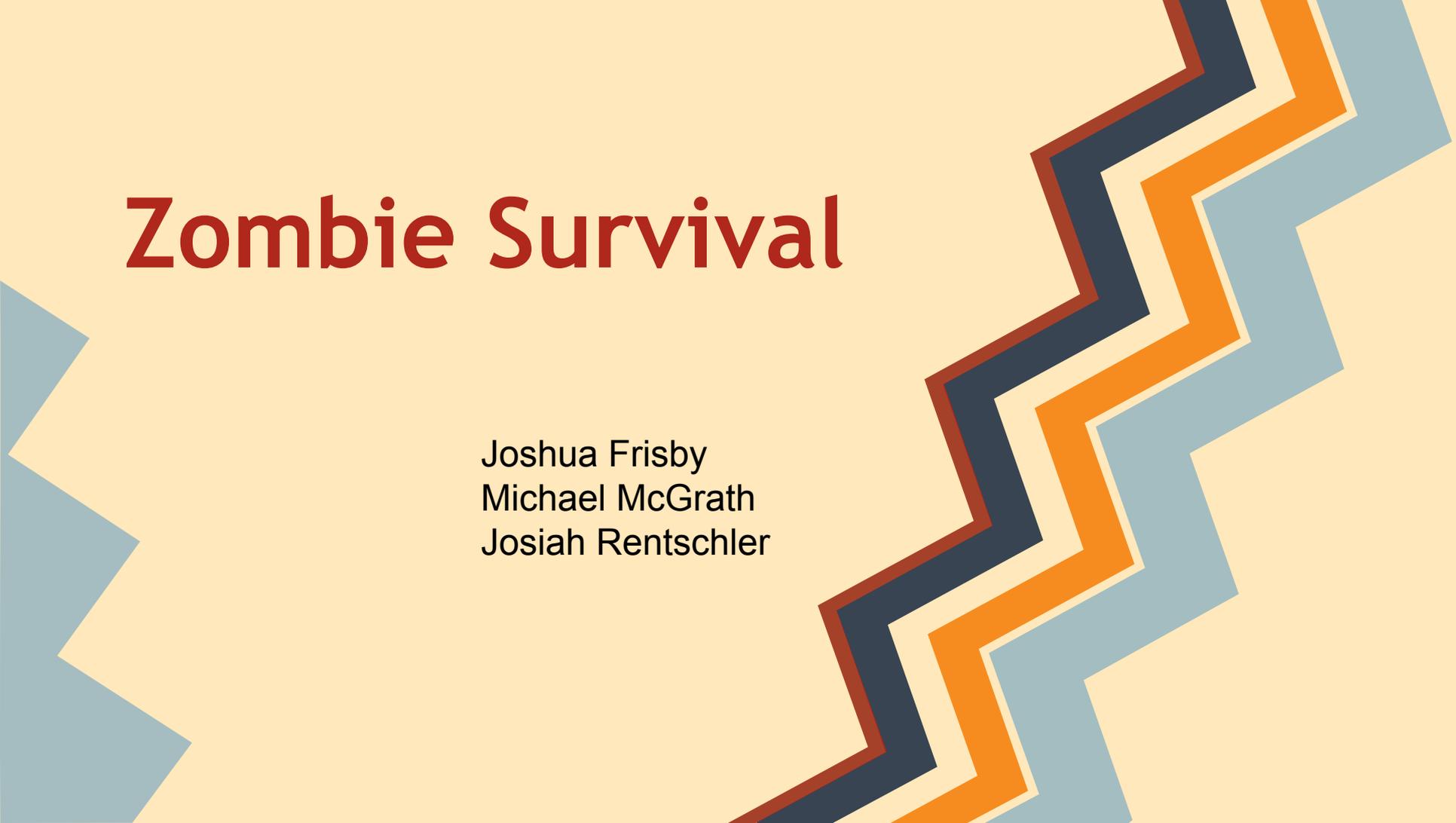


# Zombie Survival

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# Learning Goal

- Teach Nutrition Labels
  - Labels placed in inventory next to specific food item
- Promote healthy eating choices
  - Survive!

# Teaching Method

## Game-ified Learning

- Learning is hidden in a familiar setting the FPS
- The better food items in the game are actually better for you to eat in real life
  - Cucumbers are good.

# Assessment

- The ability to discern a bad food from a good food can be assessed by only showing the player the label of a food and making them choose the healthier food
- Gameplay can be monitored and the score can be used as a metric to how well the user gathered healthy items
  - A higher score means the player survived longer

# Game Score System

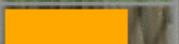
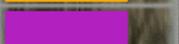
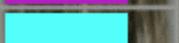
- The game has a timer that counts up for as long as you are alive, you receive a fixed amount of points for good foods and negative points for bad foods
- This data is used to compute an overall score

# Unfinished Game Elements

- Show player visually scores for consuming foods; this will help them understand how different foods affect their score
- Players should collect foods only by comparing/inspecting food labels

Bullets: 4

Time Survived: 4

Health	
Sugar	
Protein	
Fiber	
Fat	
Status	HEALTHY



# Suggested Changes to make

- Fix some bugs
  - get stuck in doors if food item is on floor close to the door
  - shoots when eating a food item sometimes
- lava should be instant death
  - currently isn't

# What was learned

- Game assets are time consuming to create
- Testers who are gamers did not immediately understand the goal of the game.
- Instructional games that are entertaining and educational are tricky to create.

# Things to do differently if redone

- Use a reliable version control system for developer cooperation.
- Collect art assets ahead of time, or buy consistant collection of assets.
- Make the purpose of the game more obvious to the user.

**Questions? Comments?**

