

Teacher/Trainer Handout

Zombie Apocalypse Instructional World for Food Nutrition Labels

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1. Overview

Zombie Apocalypse is an instructional game which teaches the user the importance of nutrition by immersing them into a virtual world in which they must make nutritional choices that directly influence the learning objective. The learning objective is presented in a pragmatic manner in order to place relevance to knowing nutritional facts.

2. Instructional Problem

The primary instructional problem the game addresses, is that of the lack of nutritional knowledge and understanding in younger people. To address this problem, the game attempts to demonstrate proper nutritional knowledge and understanding through an interactive and entertaining virtual learning environment. The game approaches the problem by presenting the player with choices that directly influence the gameplay and give immediate feedback on the choices made.

3. Target Audience and Instructional Setting

The target audience is for anyone ages 10 years and older who wants or needs to learn important concepts regarding nutrition and healthy eating. The setting in which the software is to be used is that of the classroom or in a private setting on an individual or group computer. These users will need to understand how to read, but not necessarily write. The user should also understand basic math concepts as nutrition labels are presented using percents and daily values.

The virtual world will be made available online as well as a downloadable exe file. The virtual world may be used in a variety of instructional settings. These settings will in some way be related to nutritional labels. The virtual world is to be used in a classroom, home environment, or other appropriate setting. The user will always access the virtual world through a computer via online or offline.

4. Content Outline

1. Main Menu
 - a. Game title
 - b. Start button
 - c. Instructions Button
 - d. Credits button

Main Game Environment

1. Freeroam learning environment
 - a. Interactive 3D level

- b. Survival tactics dependent on interaction
- c. Inventory
- d. Limited resource management
- e. Pause menu
 - i. Resume button
 - ii. Quit Button
 - iii. Instructions Button
 - iv. Controls Button
 - v. Restart Button

Statistics Screen/Game Over Screen

- 1. Player game statistics
- 2. Restart Button
- 3. Quit Button

5. Directions on How to Use the Program

Offline:

- 1. Download the compressed folder “ZOMBIES-64-32-Bit.zip” from the provided download link or from installation CD.
- 2. Un-compress the folder using an appropriate utility (e.g. winzip, 7z, winrar) to a chosen location on the machine which the program will be run.
- 3. Open the de-compressed folder and navigate to the folder “ZOMBIES2”
- 4. For 32Bit operating systems, double click the executable “ZombieApocalypse32Bit.exe”
- 5. For 64Bit operating systems, double click the executable “ZombieApocalypse64Bit.exe”

Online:

- 1. Left-Click the provided link.
- 2. Follow the web prompts to allow Unity Web Player to run in your browser.

6. Technical Requirements

This game will function on any machine capable of running .exe files, although this program is designed to work with Windows operating systems and was tested using a Windows operating system. The game has a version for 32-Bit operating systems as well as a 64-Bit version. This is because 32-Bit machines cannot run this program using the 64-Bit version of the game.

7. Download Links

Compressed folder:

<https://bitbucket.org/jsfrisby/zombie-apocalypse-nutrition-game>