

## WALKTHROUGH

Main screen – user can either play as a guest(which takes them straight to the next menu) or login, which opens a pop up window for the users to enter their username and password.

Main menu – if the player is a guest, then the profile and continue options are greyed out. A logged in user can either start a new game, continue his last game, view the leaderboards, view his profile, or look at the available badges for the game.

Leaderboard – players can view the top 10 players in various categories. The usernames will link to the player profiles.

Badges – users can view the available badges for the game, and how to get them

Game view – Resources are shown at the top of the screen, along with the current time. An options button is in the bottom right, and a hint is displayed at the bottom of the screen. An event log and a party view can be accessed from buttons on the left.

Street view – the user is shown a generated street of houses. Clicking on a house enters the house view. Bigger houses are more likely to have more loot and zombies.

House view – players are shown generated rooms. Clicking on a room will trigger a fight if zombies are present, or give the user the resources in the room.

Combat view – popup shows the number of zombies the player is to fight, the party size, and the amount of ammo the party has. The player then has the option to fight the zombies, or run away. If the player fights and wins, he gets the resources in the room, otherwise they exit the house, and it is overrun by zombies.

Every action takes a length of time. When the player runs out of time, the day ends and a new street is made for the new day. Players can move streets during the day if they wish