

Welcome to Beaverworks SGAI 2023 - Dead or Alive presented by
Team Alpha!

In our game, the player (you) drives an ambulance during a zombie apocalypse and must make certain moves based on the entities they find along the road. These include:

- Skip - Skips the current entity (10 minutes)
- Squish - Squishes the current entity and enables a image filter (10 minutes)
- Save - Saves the current entity (utilizes an ambulance capacity slot) (20-40 minutes)
- Scram - Returns the ambulance's passengers to the hospital and resets the capacity (100-140 minutes)

These entities have different states: healthy, corpses, injured, or zombies. The player may also utilize three additional buttons. These are:

- Suggest - the AI's recommended move (7 minutes)
- Act - Plays the AI's recommended move (7 minutes)
- Info - the entity's state (5 minutes)

The player has a choice between bringing along a paramedic, protector, or neither onto their journey. These are both helpers and will take up a spot in the ambulance:

Protector:

- Can convert up to 3 zombies to corpses when saved

Paramedic:

- Can convert up to 3 zombies to healthy when saved using their serum
- There is a small risk that the serum will not be successful in curing the zombie

At the end of the game, your final score will be projected informing the player of:

- The number of entities they have killed
- The number of injured humans saved
- The number of healthy humans saved
- The number of moves and correct moves (same as the AI's recommendation)
- An efficiency meter % (how often the player followed the AI's recommendation)
- A morality score (how the player performed in relation to the community's morals)

Go play but most importantly have fun!