# **Zombies in Curitiba**

Curitiba is facing a struggle, no one knows how it has begun, there have been reports of vicious attacks by some mutated deceased, people call them zombies. It is your task to manage the infection and hold it until scientists can find a cure.

## **Getting Started**

Just press Start Infection and a background gameplay routine will set the starting scenario. You'll receive the city in its first stages of infestation. Now it's up to you to hold the city alive before the dead takes over.

The winner is the one who manages to keep people alive for more turns.

### **Prerequisites**

It is a web game, you only need a browser that can run javascript ECMAScript 5.

Google Chrome

Mozilla Firefox

Stay away from IE

### **Installing**

Go to:

Just log in your name so we can save your turns.

Nice play!

## **Running the tests**

GoHorses here, why test?

### **Break down into end to end tests**

In God we trust!

## **Deployment**

Add additional notes about how to deploy this on a live system

## **Built With**

* Javascript ECMAScript 5
* HTML 5
* CSS
* Bootstrap 4

## **Contributing**

I would like to thank my dear teachers, Rodrigo Leme and Mateus Felix for all the help and attention. Great job folks!

## **Versioning**

Version 0.000001 alpha

## **Authors**

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See also the list of [contributors](https://github.com/your/project/contributors) who participated in this project.

## **License**

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## **Acknowledgments**

* Inspiration - <https://en.wikipedia.org/wiki/Tit_for_tat>Tit 4 Tat
* [Pop-up rule from w3schools](https://www.w3schools.com/howto/howto_js_popup.asp)