Zombies Hate Fast Food

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Human Decision Tree

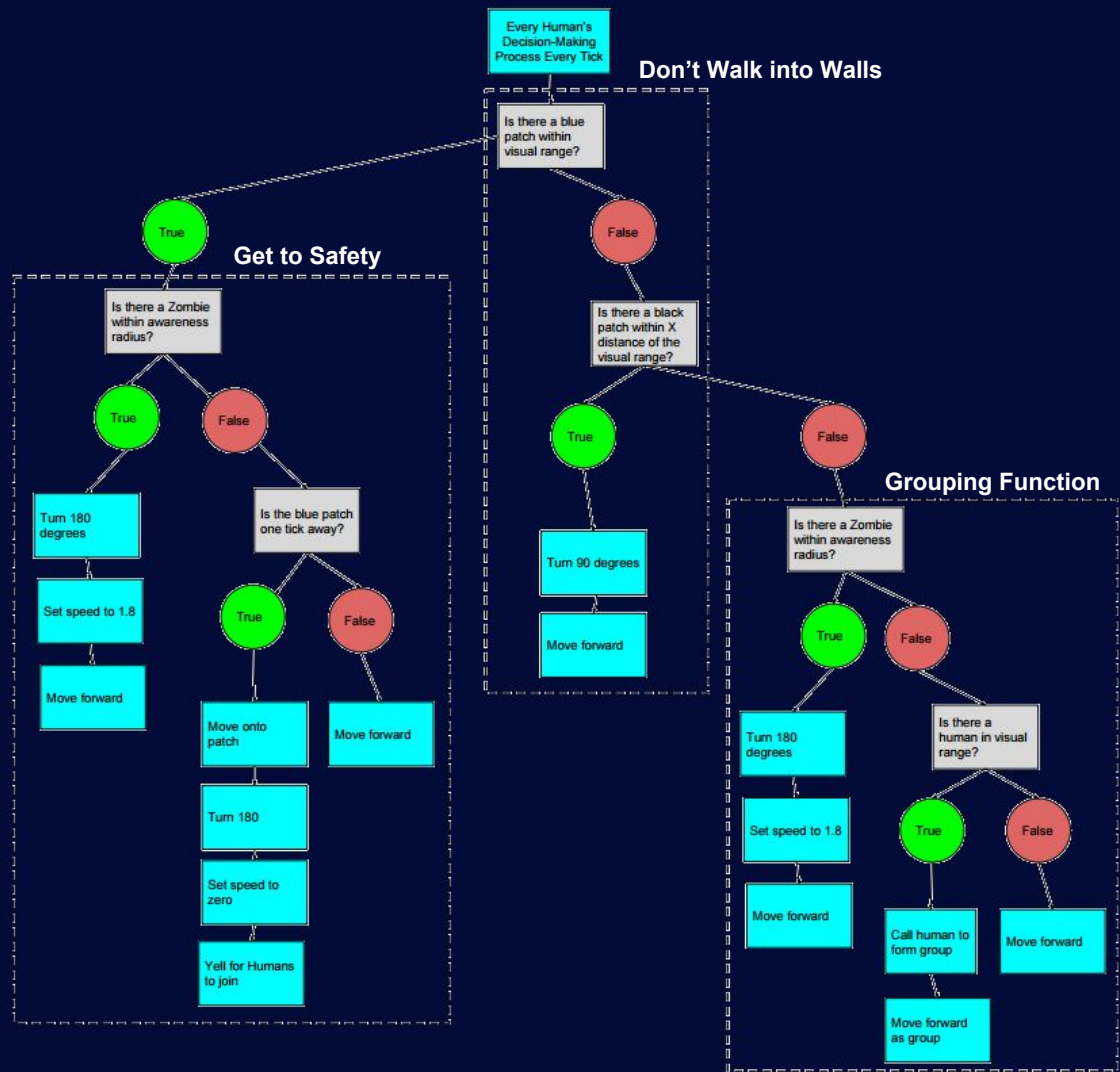## The Three Initial Core Functions:

1. Don't Walk into Walls
- To Prevent Humans from Moving Inefficiently
- We Later Realized...

2. Get to Safety Function
- The Ultimate Goal to Survive

3. Grouping Function
- High Risk-High Reward for the Payoff of 5+ Humans in a Safe Room

Every Human's Decision-Making Process Every Tick

Don't Walk into Walls

Is there a blue patch within visual range?

True

False

Is there a black patch within X distance of the visual range?

True

False

Turn 90 degrees

Move forward

Get to Safety

Is there a Zombie within awareness radius?

True

False

Turn 180 degrees

Set speed to 1.8

Move forward

Is the blue patch one tick away?

True

False

Move onto patch

Turn 180

Set speed to zero

Yell for Humans to join

Move forward

Grouping Function

Is there a Zombie within awareness radius?

True

False

Turn 180 degrees

Set speed to 1.8

Move forward

Is there a human in visual range?

True

False

Call human to form group

Move forward

Move forward as group

Functional Hierarchy of Humans

The Priority Order of Human Function:

1. Stay on a Cyan Patch

2. If a zombie is within 3 patches of me, head 180 degrees away from it

3. If a Cyan patch is in sight, head towards it

4. Are there any zombies in my awareness radius?
    a. If Yes then find the centroid of the group of zombie(s) and head 180 degrees away from it
    b. If No then continue onward at current heading

5. Group with other Humans