

# Chicken Zombie Bonanza

Team Cauc'Asians



# Team Members

Jon Leonard - Group Leader/Coding/Testing

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Jolene Wan - Graphics/Documentation

Danny Nguyen - Coding/Documentation

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# Development

- SVN ( Tortoise SVN ) -- Collaborative Software Development
- Google docs
- Google API (Google maps)
  - Overlays in on Google maps
- OpenGL ES 2.0 -- Rendering 3 dimensional space
- Eclipse IDE for Java Developers
- Java (Android SDK)



# Product Description

- Android



- GPS

- Sensors







- Mobile application

- First-person shooter



# Game details

- Navigate checkpoints 
- Avoid zombie chickens
- Eliminate zombie chickens at checkpoint
- Proceed to next checkpoint
- Obtain power-ups

- Increased difficulty as game progresses   
- Score based on survival and defeating chickens



# Game Appeal

- Mobile application = portable and accessible
- Multiplayer mode could create a whole new style of gameplay
- Random spawns create a different playing experience every time



# Innovation

- Augmented reality game
- Promotes physical activity through entertaining medium



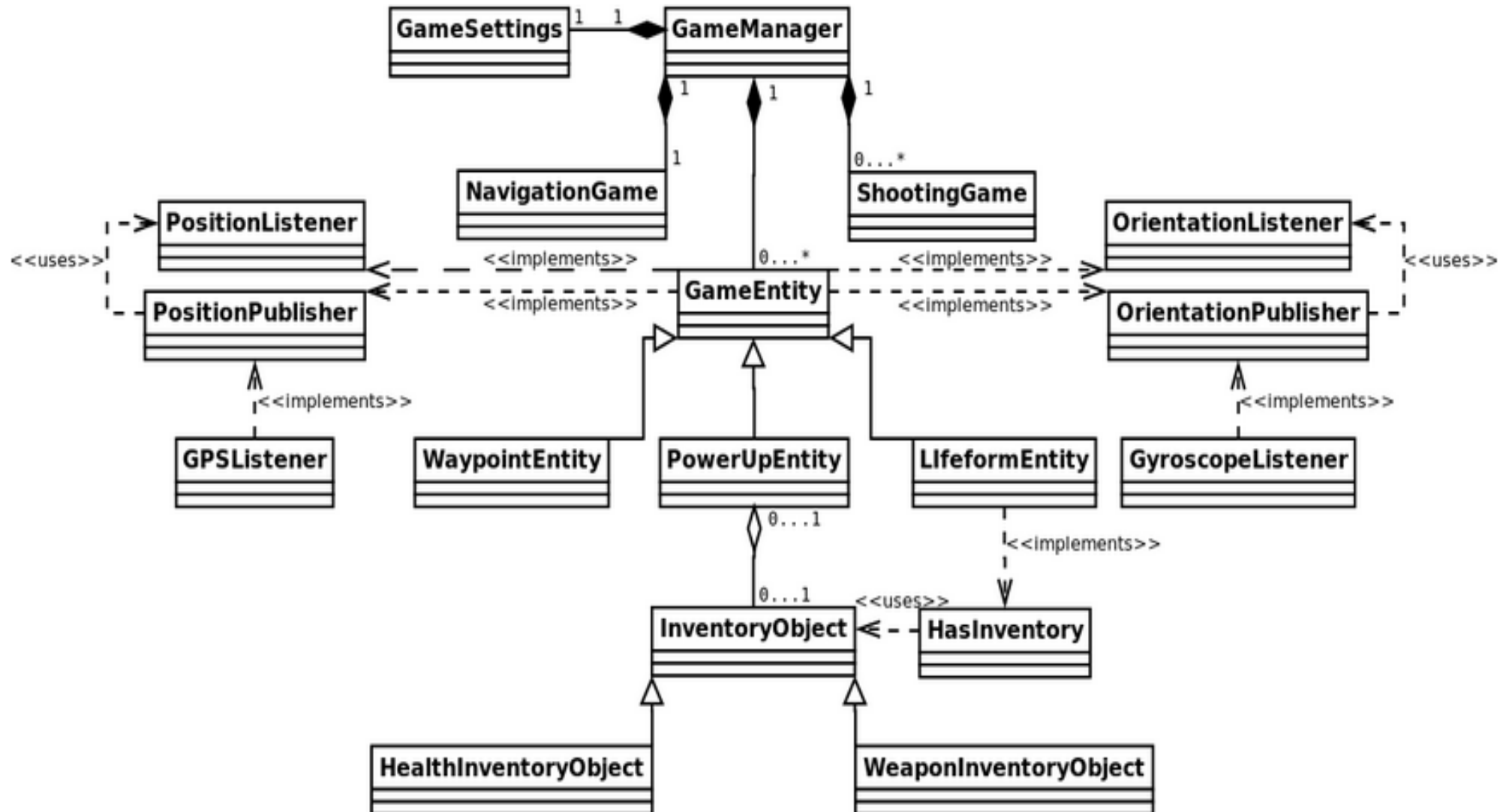
# Technical challenges

- Android Development
- Portability
- Decoupled modules for modularity





# High level design



# Demonstration

- Navigation Game
- Show Play Area
- Shooting Game: Fowl Play



# Quality of Software

- Displays Map
- Tracks current location
- Displays overlays of way-points, power-ups, & pl
- Displays health and score
- Buttons to use health pack.
- Settings(Back,Show Play Area,difficulty)
- Shooting Game
- Software used for entertainment purposes & being fit



# Way forward

- Polish application
- Publish to Android market
- Multi-player option
- Expand content



Thank you

