



Developed November 2011 by Team Cauc'Asians  
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## Introduction

On a particularly bleak September evening, the manager at a local KFC discovered a batch of expired chicken in the back of the meat freezer. The expiration date: March 1974. Knowing better than to serve 30-year-old chicken to his customers, he quickly disposed of it in the back alley dumpster. The chicken began to thaw. And rot. And slowly rise, climbing over the edge of the dumpster, landing on the ground with a sickening thud. As it began shuffling towards the busy street ahead, only one thought began to form in its tiny brain:

*"Hungry."*



## Software Specifications

In order to play Zombie Chicken Bonanza, your device should meet the following requirements:

- Android OS 2.2 or higher
- Android Device with GPS capabilities and accelerometers
- Wi-fi, for Internet Connection and multi-player
- Access to the Android Market store.

## Getting Started

To install Zombie Chicken Bonanza on your Android device, please consult your device's handbook on installing applications.

Once the application is on your device, follow these simple steps:

1. Start the application.
2. The splash screen will appear. After a few seconds, the map display will appear on the screen. From here, you can either access the settings menu, or proceed with completing the game objectives. See the "Navigating the Map" section for more details.

## Navigating the Map

The main objective of this game is to survive the endless waves of zombie chickens for as long as possible by traveling to checkpoints and eliminating waves of zombie chickens at every checkpoint, collecting power-ups on the way.

### Map Display

The map will be displayed throughout the game as you attempt to navigate to the next checkpoint. Your score, health, and inventory and level will be displayed in the heads-up display. You will also see checkpoints and power-ups, as shown below:



Fig. 1 (map with player location)

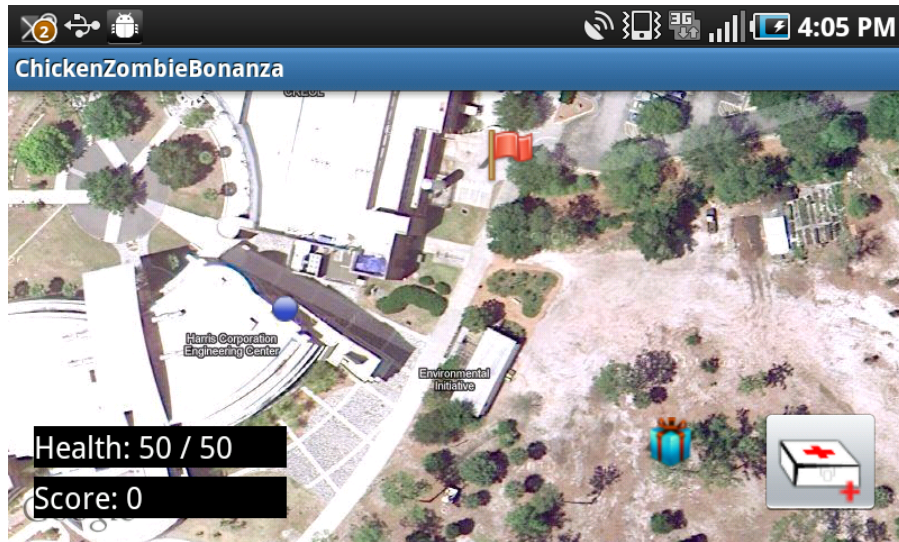



Fig. 2 (map showing player, power-up, and checkpoint)

## Legend

 You, the player.



A power-up. May be a first-aid kit, revolver, or shotgun. When collected, will appear in your inventory.



checkpoint. Navigate to this point to proceed with the mini-game.

## Navigating the Map

To move to another point in the map, simply walk or run in the direction of the point relative to your position on the map. The map will update your position as you travel.

## Settings Menu

When you press the Menu button on your Android device, a settings menu will appear. Here, you can adjust your difficulty, play area center, and play area radius to your liking. Pressing the Back button will bring you back to the map.

## Mini-Game: Fowl Play

When you reach a checkpoint, you will alert the zombie chickens and they will immediately attempt to swarm you. At this point, you must defend yourself by eliminating them.

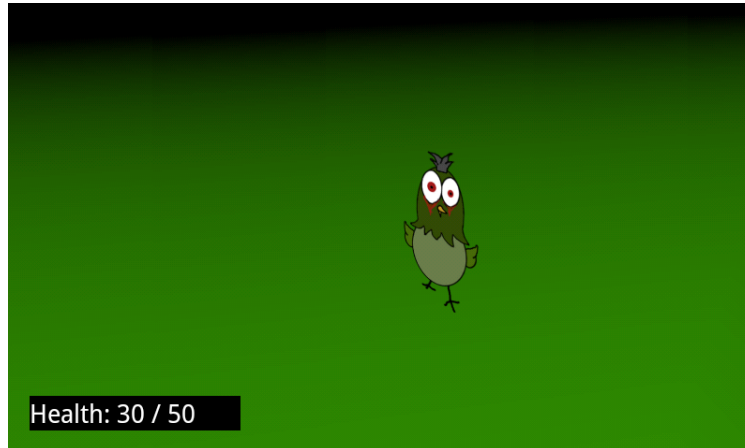


Fig 3 (Shooting game with chicken zombie)

### Turning/Aiming

When the mini-game begins, hold the Android device directly in front of you, as if you were holding a camera. You will be able to see the area all around you aiming with your device. You will also be able to see zombie chickens approaching you from all directions.

### Shooting

When you touch the screen of the Android device, you will shoot your weapon in the middle of your screen. The radius of your shot will depend on the weapon that you currently have equipped.

### Ending the mini-game

The mini-game will end if you:

1. Successfully defeat all the chickens. Your score will then appear, followed by the map display. You can now proceed to the next checkpoint.
2. Deplete all your health. The game will end, and you will need to restart the level.

## Damage & Health

### **Taking Damage**

When chickens get too close to you during the mini-game, you will lose health gradually. If you take too much damage and your health reaches 0, you will lose the mini-game, resulting in a game over.

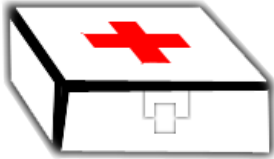
### **Regaining Health**

If you get damaged during the mini-game, you may touch a first-aid kit icon in your inventory to use it and recover a portion of your health. If you do not have any first aid kits, you will have to collect power-ups to obtain one.



## Power-ups/Inventory Items

While navigating towards the next checkpoint, you will see items scattered around the map. If you walk over any of these items, it will be added to your inventory and be available to use during the mini-game.



**First aid kit.** This will replenish a portion of your health when used. Use these sparingly, as they will be essential for your survival in later levels.



**Revolver.** This handy weapon contains powerful rounds that will penetrate zombie flesh easily, causing more damage with each shot.



**Shotgun.** This big gun shoots a spray of bullets at any thing on the other side. It has a large area of effect and is able to hit multiple targets at once.

## Scoring

The primary goal of this game is survival. Therefore, the longer you survive the more your score will increase. You can earn points by:

1. Collecting the power ups within the play area.
2. Surviving the mini-game by killing zombie chickens.

When your game is over, the game will display your final score.