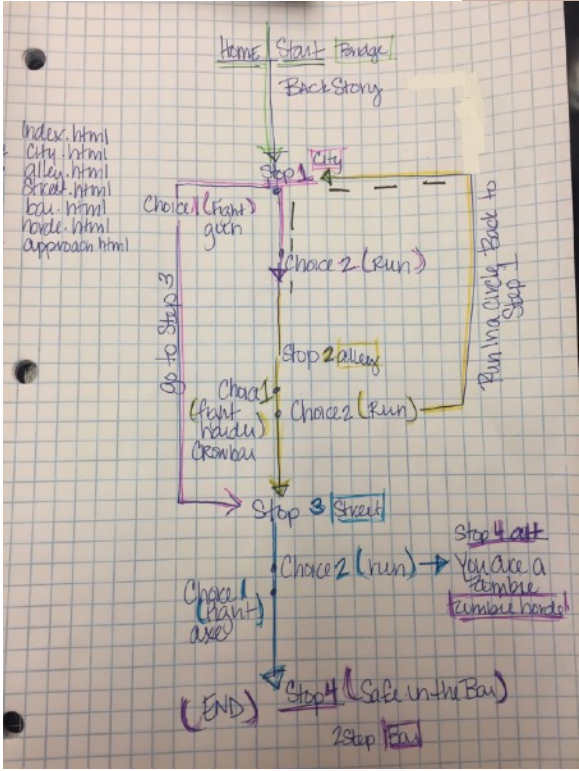
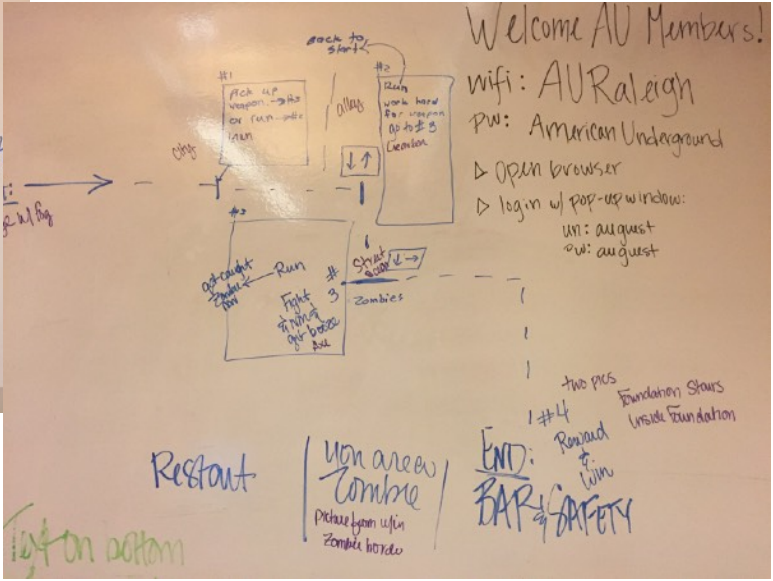
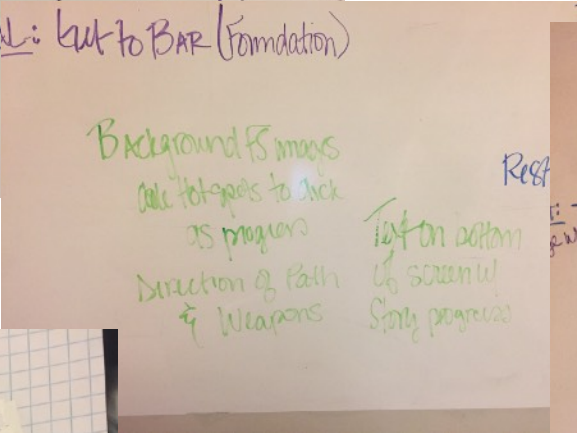
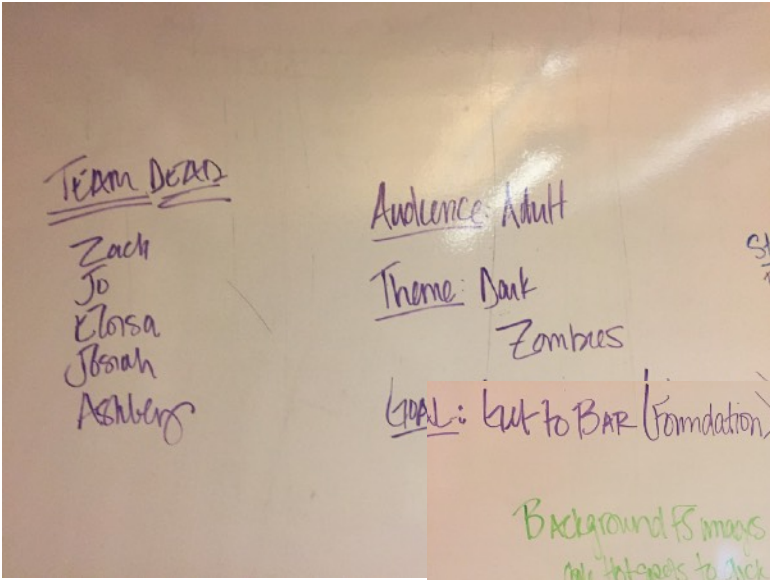


About: A two day hackathon between three UI Designers and two Python Developers resulted in a zombie escape game where the players goal is to get to the safe haven bar and have a drink. Full of camp, puns, and bad rhymes, this game was the result of too many hours watching The Walking Dead and coders love of good bourbon. Can you escape the zombie apocalypse or are you going to get dead?

Preparation: When the group sat down, the immediate words thrown out were Zombies and Bourbon. White boarding quickly resulted in key words, a plot line, and a map showing the path of the game. An achievable goal of five pages to be created in 16 hours was agreed upon and design and coding quickly started.



The Team:

- Eloisa Docton - branding design, Photoshop, sketches, mockups
- Jo Dorsett - Photoshop, text development
- Josiah DuBose - backend programming
- Zach Ferguson - backend programming
- Ashley Massengill - white boarding, site map, front end coding

Front End Tools:

- HTML5
- SASS
- CSS3
- Photoshop



Process: After the page content was created and the backend database was built, each page came together quickly with the background image being pulled in to the HTML via handlebars and styled to be 100VH and 100VW to fill the page. Then each page option was added and styled to pulse with a red border so as to stand out. Text was added to each page to set the story, and Dead Game was alive.

Additional Ideas: Quite a number of pages can be added to this game to give the user more story paths to follow. We also talked about adding background sound, video, voice overs, and animation to make it more immersive.