

Exercise 3.4

Zombie

- Start
- A. Robotic Control Module
- B. Texture Library
- C. Texture Editor
- D. Character Editor
- E. Character Animator
- F. Artificial Intelligence (for Zombies)
- G. Rendering Engine
- H. Humanoid Base Classes
- I. Character Classes
- J. Zombie Classes
- K. Test Environment
- L. Test Environment Editor
- M. Character Library
- N. Zombie Library
- O. Zombie Editor
- P. Zombie Animator
- Q. Character Testing
- R. Zombie Testing
- Finish

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