



Covid-Zombies

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Goals and Objectives

(what we wanted to do)

- ▶ The goal of this project was to demonstrate the evacuation procedures in the event of a Covid-Zombie attack.
- ▶ Demonstrate a users top three responses
 - ▶ Run out of the building
 - ▶ Find a secure hiding spot
 - ▶ Fight in self defense
- ▶ We hoped to show case a grocery store, time permitting a store located in a city
- ▶ We anticipated displaying serval avatars in random states to showcase the customers
- ▶ We wanted to keep track of the users failures to produce a feedback to help them improve in their evacuation attempts

Goals and Objectives

(what we were able to do)

- ▶ We were able to show case the three evacuation options
 - ▶ Run, on key down 1
 - ▶ Hide, on key down 2
 - ▶ Fight on key down 3
- ▶ We were able to build our store and bring in some food
- ▶ We were able to animate serval avatars in random states to showcase the customers

Modeling

(what we wanted to use)

- ▶ We anticipated pulling or building models from sketch-up and 3D-Max
- ▶ The grocery store would be lightly decorated to best focus on the evacuation
- ▶ We wanted to model the environment as a mini city, which had other establishments
- ▶ We wanted to orchestrate the store to be calm upon entrance scene that became chaotic with the introduction of the Covid-zombie
- ▶ We wanted to display three options for the user to choose from. Depending on the choice, the user would have a different task to complete in order to safely evacuate the situation

Modeling

(what we were able to use)

- ▶ We were able to create a grocery store with the use of multiple Sketchup tools
- ▶ Sketchup also allowed us to be able to incorporate multiple essential grocery items by using 3D warehouse
- ▶ The grocery store has no roof so it is easier to display the scenes within the store
- ▶ We were able to use Sketchup to incorporate an intricate parking lot which gave the avatars other places to hide
- ▶ We used code within Vizard to have a sky over the store
- ▶ We incorporated regular conversations between avatars in the grocery stores

Other Stuff in the Scene

Vision and Sound

- ▶ Grocery store, shelves, carts, and people, office, self-checkout
- ▶ Sound of customers having conversations between each other in the store.

Animation and Interactivity

- ▶ User chooses their evacuation option
- ▶ Depending on what they choose, they will interact by actually running to hide, making it out of the store alive, not making it out alive etc.

Other Stuff in the Scene (cont)

Sensors

- ▶ There are proximity sensors attached to the zombies, avatars, and crates to record if the user makes it to the required location/destination

Avatars

- ▶ We used male and female avatars from vizard and a zombie model from sketchup.



Let's Try it out...

Shortcomings

- ▶ We were not able to upload a full city into Vizard.
 - ▶ we decided to just use a single grocery store
- ▶ We were not able to have the avatars being very interactive in the environment
- ▶ We did not include sounds from the Zombie avatars which would have provided a horror aspect to the game
- ▶ We were not able to display the success/fail rate of the users quest

Technical Difficulties

- ▶ Computers crashed
- ▶ Code lost
- ▶ Sketch-up files not importing properly into Vizard

Lessons Learned

- ▶ We are much more comfortable with python
- ▶ Adding the axes in Vizard, will help decipher (x,y,z) locations
- ▶ Best to verify each line of code before moving on

