

# Surviving a Zombie Apocalypse – At Work!

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## Project Summary

### Overview

The zombie apocalypse is coming. We don't know when, but it is coming. Many people are preparing their homes with Zom-B-Gone Shelters, but what happens if you are at work?

Let's face it: We all spend a lot of time at work and need to prepare for the zombie apocalypse. Bunkering down while the initial wave of zombies picks off the weak is a good strategy for long-term survival.

We will explore strategies for surviving at work, where you may feel there are already zombies!

### Course Length

15-20 minutes

### Target Audience

Non-Zombies

### Course Goal

1. Identify the best location within a work setting to install a Zom-B-Gone Shelter.
2. Choose the items to stock in your shelter that will last at least 10 days.
3. Craft weapons from items within your cubical.
4. Determine the best path from your cubical to your shelter, avoiding any zombies.

## Content

### Available Source Material

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- [25 Best Strategies to Survive the Zombie Apocalypse](#)
- [How to Survive the Zombie Apocalypse](#)
- [Surviving a Zombie Apocalypse in Five Easy Steps](#)
- [How to Survive a Zombie Apocalypse](#)
- [Set Your Clocks & Check Your Stocks](#)
- [How to Stock a Fallout Shelter Pantry](#)

## Course Objectives

1. Determine the best Zom-B-Gone Shelter location by assessing office safety and accessibility.
2. Select a 10-day supply of survival essentials by evaluating item durability and quantity.
3. Create functional weapons from available office supplies using simple techniques.
4. Map the safest route to your shelter by identifying and avoiding hazards.

## Course Outline

1. Introduction
  - a. Zombies are slow-moving, low-IQ undead manically trying to consume human flesh (may sound like some coworkers).
    - i. They can be avoided.
    - ii. Some weapons can help when encountering a small amount of zombies.
  - b. Zom-B-Gone Shelters provides the first defense against the apocalypse.
    - i. While many are installing these shelters at home, it is important to think about what you will do if you are at work during the start of the apocalypse.

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## 2. Location options in the office

- a. What to look for when choosing a location
- b. Map of office provided for learners to explore
  - i. Karen's cubical – beware, she may already be a zombie
  - ii. Boss's office – large corner office, mostly empty since the boss is out on their yacht most of the time
  - iii. Break room – includes snack machines and dual entrances
  - iv. Restrooms – possible for temporary hiding
  - v. Empty office – no one wants to be near smelly Joe, so the office has been vacant for years
  - vi. Janitor closet – since the janitor was fired last week, this space hasn't been used much
  - vii. Outside – mostly frequented by smokers
  - viii. Water cooler – a black hole where the weakminded already try to draw you into pointless communication
- c. Based on the different options, which would be the best place to install the Zom-B-Gone shelter
  - i. Give options to all of the items listed on the map
    1. Karen's cubical – Karen gets suspicious and starts asking you questions that lead you to believe a zombie may already infect her; you barely escape and realize you need to look for another location
    2. Bosses office – You go into the office to get a look around, and people start showing up thinking the boss is in and can answer their questions;

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after a while of explaining that you just needed a little sun, you head back to your cubical so you don't have to continue answering questions

3. Break room – This feels like it has potential, but the proximity of the water cooler is problematic and might be too obvious when the zombie apocalypse starts
4. Restroom – You walk in and immediately hear someone crying in a stall and realize this is not the right choice
5. Empty office – While Joe is smelly, that could work in your favor; you have found your location
6. Janitor closet – The closet is in a corner away from most people and already has a drain in the floor; this is a great location
7. Outside – While making your way past some smokers, you find a small clearing that could work, and the smell of smoke could keep zombies away
8. Water cooler – This is a danger zone; zombies are already here even if they are not infected; time to run away as fast as possible

## 3. Stocking the shelter

- a. *Possible money-earning whack-a-zombie game to increase funds for stocking the shelter if there is time to build*
  - b. Cruise the Target aisles (Walmart may already have zombies) to gather what you need to survive. Remember to stay within budget (users will be given a budget, and items will be priced). **Make a checkable grocery list – condensed so you can only see one section at a time, and that section expands, making clickable items for more information.**
    - i. Toiletries and first aid
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1. We all remember the great toilet paper incident of 2020, so get some now to keep in the shelter
2. First aid kit – includes first aid manual, bandages, gauze, tape, hand wipes, hand sanitizer, gloves, antibacterial ointment, scissors, tweezers, non-prescription medicine, prescription medications, and CPR breathing barrier
3. Hand sanitizer – without running water, this is a must
4. Deodorant and wet wipes – also, without running water, this can help to keep clean

## ii. Appliances

1. Radio – TV may not work, but there are plenty of people out there who can run short-wave radios to help keep you informed
  2. Flashlight
  3. Batteries – if the power goes out, you will be sitting in the dark without batteries
  4. Manual can opener – if you want to eat what is in the cans
  5. Utility knife – can also be used for protection
  6. Duct tape – everyone needs duct tape
  7. Small microwave
  8. Hot plate, pot/pan
  9. Utensils, plate, bowl
  10. Long-range walkie-talkies – leaving one at your home shelter can help keep in contact with your family
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## iii. Food and drink

1. Water – water is your new best friend – you need at least one gallon per person per day for drinking, then more for cooking – best bet is 20 - 40 gallons (unless you plan on inviting a coworker to your shelter)
  - a. You may also want to get some canned juices, but water is more important
2. Food – the key here is variety; if you get 100 cans of corn, you will hate corn very quickly
  - a. Meats – spam, canned chicken, tuna
  - b. Vegetables – corn, green beans, tomatoes, spinach, beets, pickles, olives – get what you like and get a variety
  - c. Fruit – fruit cocktail, pineapple, peaches, pears – also get what you like and a variety
  - d. Soup – look for low-sodium and a variety of flavors
  - e. Other – granola bars, nuts (unsalted), cookies, twinkies, dried fruit, peanut butter, jelly, spaghetti-os, rice, beans

## iv. Other

1. Books – you may be down there for a while, and it can get boring
  2. Sleeping bag
  3. Changes of clothes – include clothing for different climates
  4. Garbage bags
  5. Puzzle or game – you don't want your IQ to match the zombies
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6. Yoga mat or other fitness items – saying in peak physical condition will help you outrun those slow zombies

## 4. Creating weapons from items found in your cubical

- a. It is time to take a look at what is in your cubical to make a game plan for how to use it as a weapon or a distraction
  - i. Monitor arms – these are strong and can be used to keep zombies away
  - ii. Dry-erase board – might not look too impressive, but this can be made into a shield
  - iii. Coat rack – how can you not think this could be a weapon?
  - iv. Chair – maybe not a specific weapon, but it can be spun in a different direction to confuse zombies
  - v. Chair mat – use it as a confusing shield for your back so zombies can't reach you
  - vi. Plant – need a distraction, throw it away from the direction you are headed
  - vii. Karen's 250-page report – another distraction; remove the paper clip and let those pages fly
  - viii. Sand zen garden – grab a handful of sand and throw it in the eyes of a zombie

## 5. Planning your route from your cubical to the shelter

- a. Using the map from earlier, identify possible zombie hiding or gathering spots that could be in the path to your shelter
    - i. Watercooler – was already a gathering point for the low IQ before zombies
    - ii. Karen's cubical – she was a zombie for years
    - iii. Breakroom – those non-prepared will run there to try and get the last Twinkies from the vending machine
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iv. Bosses office – it is the largest office, people will think it will be a perfect place to hide

v. *There could be more when I find the map of the office.*

b. Grab three of the weapons you made from your cubical and go to your shelter; beware of zombies along the way, but use them if you encounter them.

i. This section will be a game where the learner will have to move through the office, and if they hit the invisible spots, they will have a zombie slide pop up and have to use one of their weapons to survive. If they have no weapons left, they will become a zombie but can restart that second or change their mind about the shelter's location.

6. Call to action

a. It's now time to work with our zombie apocalypse experts so you survive.

b. Schedule a consultation today!

## Style Guide

Provided specific style requirements

## Technical Requirements

### Target Platforms

- Computers
- Tablets
- Smartphones – in landscape mode

### Other

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- Authoring Tool: Articulate Storyline
- edrawsoft – to create floorplan of office

## User Interface Design

### Navigation

- Can learners jump around the course?
    - There will be a suggested order, but learners can move to any section as needed.
  - Must learners complete all elements of a page before continuing?
    - No. Adult learners prefer to finish the sections that they need.
  - Must they answer reinforcement questions correctly before they're allowed to continue?
    - No questions; there will be simulations to make choices.
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