

# Surviving a Zombie Apocalypse – At Work Storyboard

## Learning Objectives:

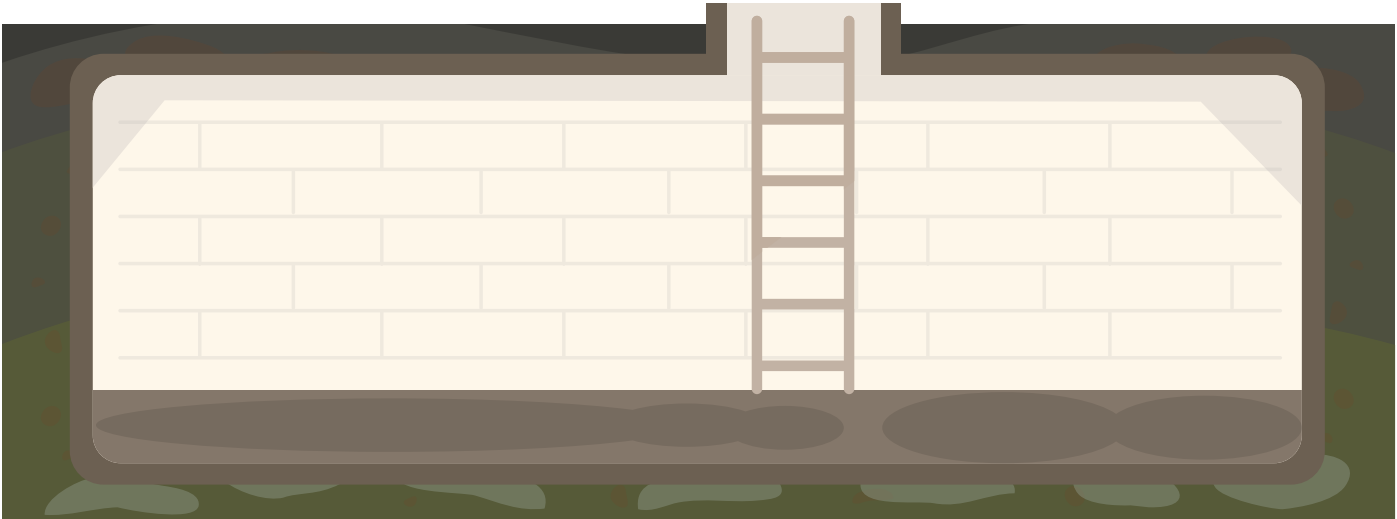
1. Determine the best Zom-B-Gone Shelter location by assessing office safety and accessibility.
2. Select a 10-day supply of survival essentials by evaluating item durability and quantity.
3. Create functional weapons from available office supplies using simple techniques.
4. Map the safest route to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

## Notes:

Lesson Title: Surviving a Zombie Apocalypse – At Work	Slide ID: 1	Programming/Interactions
<p><b>Visual:</b></p> <p>Dark background, slowly fading into view headstones – rising from the headstone's zombie silhouettes – a scream in the background.</p> <p>Audio starts</p> <p>Zombie silhouettes get larger, and more come into the frame as the audio continues.</p> <p>Cue lighting (visual and audio) when the audio gets to “A zombie attack at work” and changes to a zombie sitting at a desk.</p> <p>It fades into a locked menu slide with these menu items:</p> <ul style="list-style-type: none"><li>Shelter Location</li><li>Stock Your Shelter</li><li>Protecting Yourself</li><li>Planning Your Route</li></ul> <p><b>Audio:</b> We all know the zombie apocalypse is coming. Are you prepared?</p> <p>We have been busy here at Zom-B-Gone Shelters, helping those with higher IQs build zombie shelters in their home to survive the mass of low-IQ zombies.</p>		<p>Make a gif of the zombie at the desk, including him grunting ever so often.</p> <p>Try to find a zombie with a phone headset.</p> <p>Pulse the Shelter Location menu item with the VO.</p>
<p>We are happy to help with that.</p> <p>Today, we want to let you know about another danger.</p> <p>A zombie attack at work! &lt;scream&gt;</p> <p>Think about it:</p> <p><u>You spend 8 hours a day at work. You may feel like you are already surrounded by zombies, which could lead to a false sense of security.</u></p>		
<p><b>Feedback:</b> When you are ready to purchase your Zom-B-Gone Shelter for work, there are four tasks we want to help you successfully survive the apocalypse. First, the location of your Zom-B-Gone Shelter is key to your survival. Second, how to stock your shelter so you don’t become a zombie from boredom. Third, how to use items in your cubicle to protect yourself while getting to the shelter. And finally, the route you will take to avoid as many zombies as possible. Explore your shelter location first by selecting here.</p>		

Lesson Title: Surviving a Zombie Apocalypse – At Work	Slide ID: 1	Programming/Interactions
<p><b>Visual:</b> Add zombie at desk to the visual.</p> <p><b>Audio:</b> Think about it:</p> <p><u>You spend 8 hours a day at work. You may feel like you are already surrounded by zombies, which could lead to a false sense of security.</u></p> <p>When you are ready to purchase your Zom-B-Gone Shelter for work, there are four tasks we want to help you successfully survive the apocalypse. First, the location of your Zom-B-Gone Shelter is key to your survival. Second, how to stock your shelter so you don't become a zombie from boredom. Third, how to use items in your cubicle to protect yourself while getting to the shelter. And finally, the route you will take to avoid as many zombies as possible. Explore your shelter location first by selecting here.</p>		
<p><b>Feedback:</b></p>		

**Visual:**



**Audio:** Our Zom-B-Gone shelters are installed below ground. Installing shelters in homes is not too complicated. We find a good location on your property and can have it installed in a few days.

The challenge for your shelter at work is that we will have to work at night, and while we will minimize dust and debris, the location should be secluded.

**Feedback:**

## Visual:



Use transparent shapes with hover states to highlight all items that need to be described. Maybe add a visited state.

Add layers for each item. See the next slides for the layer descriptions.

Star – your cubicle

1. Karen's cubicle
2. Boss's office
3. Break room
4. Restrooms
5. Empty office
6. Janitor closet
7. Outside
8. Water cooler

Next/Back navigation  
Instructions layer.

**Audio:** The first step is to determine where to put your Zom-B-Gone Shelter. Your cubicle is marked on the map. Explore this office map. Select each highlighted item to discover information about it to make a strategic decision about your shelter location. When you are ready to select your shelter location, select the arrow at the bottom.

## Feedback:

Lesson Title: Surviving a Zombie Apocalypse – At Work	Slide ID: 3-Instructions	Programming/Interactions
<p><b>Visual:</b></p> <p>Select each item that highlights to discover information about each to make a strategic decision for your shelter location. When you are ready to select your shelter location, select the arrow at the bottom.</p>		<p>This is just an option to open if a user needs to be reminded of what they are doing on the slide, it will not open unless a user selects the instructions button.</p>
<p><b>Audio:</b></p>		
<p><b>Feedback:</b></p>		

Lesson Title: Surviving a Zombie Apocalypse – At Work	Slide ID: 3.1	Programming/Interactions
<p><b>Visual:</b> Karen’s cubicle</p> <p>Use one of the SL characters to be Karen – choose an annoying look.</p> <p>Create a container for text and characters that will be continued through each layer.</p> <p>Title – Karen’s cubicle</p> <p>Karen has been with the company for a long time, and no one really knows what she does other than stir the pot. Your best bet is to steer clear of her, or you may find yourself in your supervisor’s office.</p>		
<p><b>Audio:</b> Maybe add the peanuts teacher sounds to play for a few seconds when this layer opens.</p>		
<p><b>Feedback:</b></p>		

Lesson Title: Surviving a Zombie Apocalypse – At Work	Slide ID: 3.2	Programming/Interactions
<p><b>Visual:</b></p> <p>Boss’s office</p> <p>Use an SL character, but put a circle with a question mark over his face.</p> <p>Title – Boss’s office</p> <p>You have been working for this company for a few years and still can’t remember what the boss looks like. He usually jets around in his private jet or yacht.</p>		
<p><b>Audio:</b> Maybe a jet sound.</p>		
<p><b>Feedback:</b></p>		



**Lesson Title: Surviving a Zombie Apocalypse – At Work**

**Slide ID: 3.3**

**Programming/Interactions**

**Visual:**

Break room

Find an image of a break room with snack machines.

Title – Break room

The break room is nice. Some snack machines in the corner that are always stocked with just what you need to get through the day.

Audio: Snack machine sounds?

**Feedback:**

**Lesson Title:** Surviving a Zombie Apocalypse – At Work

**Slide ID:** 3.4

**Programming/Interactions**

**Visual:**

Restrooms

Image of an office restroom

Title – Restrooms

You have found yourself hiding in here ever so often when you need to get away from people. Other people might do the same thing.

**Audio:** Toilet flush

**Feedback:**

**Lesson Title: Surviving a Zombie Apocalypse – At Work**

**Slide ID: 3.5**

**Programming/Interactions**

**Visual:**

Empty office

Image of an empty office, preferably with cobwebs or something spooky.

Title – Empty office

This office has been empty for as long as you have worked here, and everyone knows why: Smelly Joe. Joe is nice and does his work, but the dude could use a shower.

**Audio:** Spooky sounds

**Feedback:**

**Lesson Title: Surviving a Zombie Apocalypse – At Work**

**Slide ID: 3.6**

**Programming/Interactions**

**Visual:**

Janitor closet

Dark image of a janitor’s closet.

Title – Janitor closet

The janitor was fired last week, at least according to Karen. Now, the closet seems to be unused.

**Audio:** crickets

**Feedback:**

**Lesson Title:** Surviving a Zombie Apocalypse – At Work

**Slide ID:** 3.7

**Programming/Interactions**

**Visual:**

Outside

Image of a park bench outside an office

Title – Outside

The office smokers mostly frequent this outside area. They are nice, but this isn't an area if you are looking for fresh air.

**Audio:** coughing

**Feedback:**

**Visual:**

Water cooler

Image of a water cooler – preferable with people around, or maybe edit some zombies into the image.

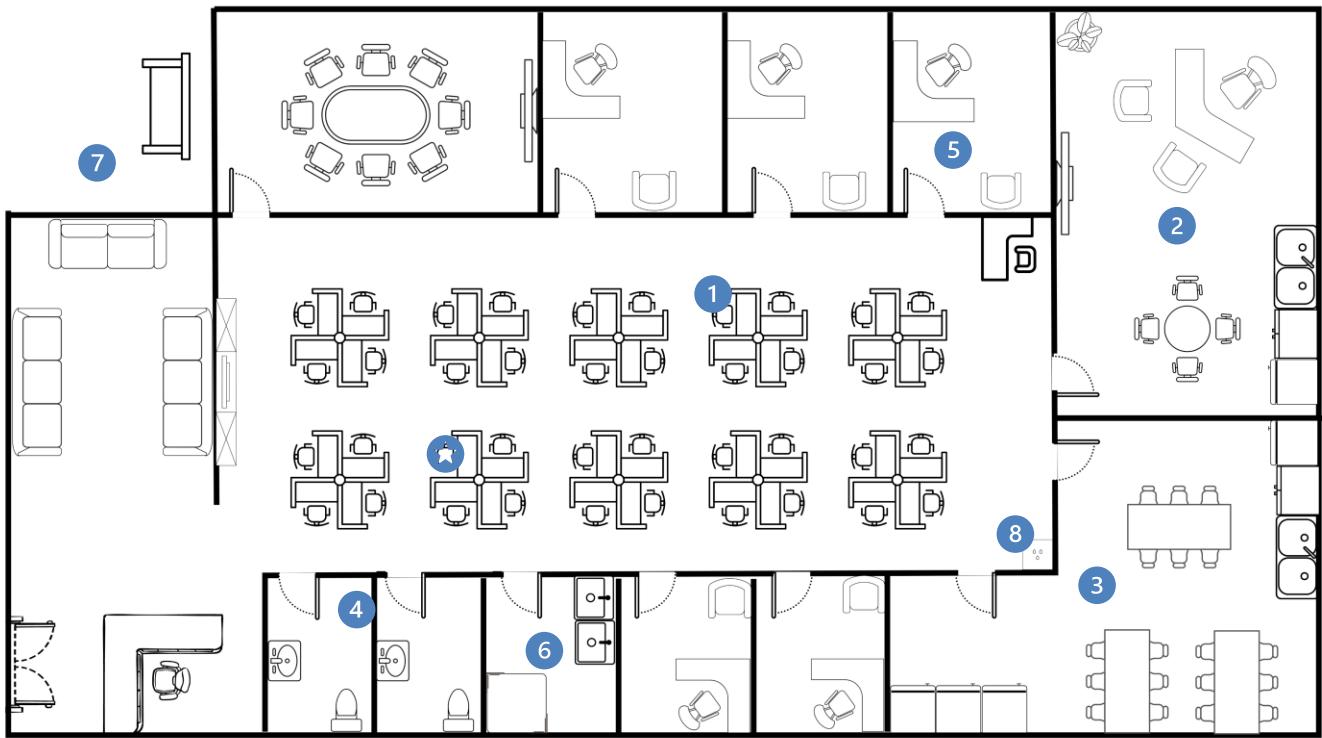
Title – Water cooler

The water cooler is a black hole where the weak-minded already try to draw you into pointless communication.

**Audio:** water gluging

**Feedback:**

Visual:



Use transparent shapes with hover states to highlight all items that need to be described. Add a visited state with a red x

Create layers that explain why each area is not the best choice.  
After 2 selections, have a hint about smell being a shield from zombies.

- Star – your cubicle
- 1. Karen’s cubicle
  - 2. Boss’s office
  - 3. Break room
  - 4. Restrooms
  - 5. **Empty office**
  - 6. Janitor closet
  - 7. Outside
  - 8. Water cooler

Back navigation to review.

**Audio:** Now is your time to decide where to place your Zom-B-Gone shelter. While there are a few suitable locations here at Zom-B-Gone, we want you to find the best option for your shelter. Select the locations, don’t worry, we will help with your choice if you are struggling.

**Feedback:** Maybe move the star cubicle? Possibly switch with Karen’s cubicle.

**Visual:**

Karen’s cubicle

Image – Karen as a zombie

Really? Karen may already be a zombie in disguise! Besides, as soon as you start snooping around, Karen gets suspicious and starts asking questions. You barely make it away from her, but you have a feeling you will have to talk to your supervisor about it. Time to keep looking.

**Audio:** Common no sound

**Feedback:**



**Visual:**

Boss's office

Image – crowd of zombies

This seems promising since the boss is never really there. You go to the office to look around, and before you know it, people start showing up, thinking the boss is there and can answer questions they have had for a while. Thinking quickly, you say you were looking to get some sun from the window and then head back to your cubicle. Not a good choice.

**Audio:**

**Feedback:**

**Visual:**

Break room

Image – dark break room

This could be a good location. There are snack machines that could prove helpful if you run out of food. It is close to the water cooler, which can be problematic, and then you realize. Everyone will have the idea to go to the break room, and then you may have to share your shelter with someone else. You have second thoughts, let's find a better option.

**Audio:**

**Feedback:**

**Visual:**

Restrooms

Image – restroom with the barriers and feet shown under

The restrooms seem like a good place; they already have some plumbing that might be helpful for installation. You take a quick look and hear crying. Then you remember that you sometimes use the restrooms to hide, and others might have that same idea when trying to escape zombies. Let’s keep looking.

**Audio:** crying

**Feedback:**

Lesson Title: Surviving a Zombie Apocalypse – At Work	Slide ID: 4.5	Programming/Interactions
<p><b>Visual:</b></p> <p>Empty office</p> <p>Image – spooky empty office</p> <p>The empty office does have potential. Smelly Joe is nice, does his work, and doesn't ask too many questions. He requested the isolated cubicle so he didn't have to interact with others. You go over and enter the empty office. Dust seems to have covered everything, which is good because construction dust won't be noticed. Yes, this is the best location in the office for your shelter.</p>		<p>This will be the only layer programmed to go to the next slide.</p> <p>The layer will hide when going to the next slide so users can select the other locations to know the other feedback.</p>
<p><b>Audio:</b> Fanfare</p>		
<p><b>Feedback:</b></p>		

**Visual:**

Janitor closet

Image – image of janitor closet

The janitor’s closet seems like a good choice. You go to check it out and notice the smell of bleach. You turn around to return to your cubicle and find Karen behind you. She starts a rant about the smell of bleach and her getting a headache, and then you realize that the janitor’s closet might not be the best choice.

**Audio:**

**Feedback:**

**Visual:**

Outside

Image – Smoke

Outside seems like such a great place for the shelter. You go outside for some fresh air and find many smokers outside chain-smoking as fast as they can before they have to return to work. They look confused at you since they have never seen you out there before. They ask many questions, and now you remember why you don't go outside for your breaks. Let's find a different location.

**Audio:** coughing

**Feedback:**

**Visual:**

Water cooler

Image – water cooler, maybe one gif not on repeat with a bubble releasing some water

Seriously? Do you really think no one would notice some dust and debris around the water cooler? I mean, they may have lower IQs already, but they would notice something going on. Try again.

**Audio:** water bubble

**Feedback:**

**Visual:**

**Audio:** Great work!

The empty office next to smelly Joe is the best location for your Zom-B-Gone shelter.

We can start the installation while you go to the next step, stocking your shelter.

**Feedback:**



**Visual:**

Fade in boxes with tips as the VO introduces them.



**Audio:** Stocking your shelter with the right items can mean the difference between surviving for 3 days or 3 weeks in your shelter. Let's review a few items to remember.

Water is your best friend. If you have enough, you should get more. When choosing food, think of two things: how long it will last on the shelf and whether I am getting a variety so I don't get bored. How will you prepare the food? You don't want to eat cold green beans more than once. We probably all remember the toilet paper shortage of 2020, so make sure you stock all your toiletry needs. Don't forget about first aid kits and other essentials.

Remember these tips while stocking your shelter.

**Feedback:**

**Visual:**




**Audio:** Time to head to your local Target.

Why not Walmart?

Well, there are already enough zombies at Walmart, so we recommend Target for safety.

**Feedback:**

Lesson Title: Surviving a Zombie Apocalypse – At Work	Slide ID: 8	Programming/Interactions
<p><b>Visual:</b></p> <p>This is a basic mockup for an idea, but can be changed in SL.</p> 		<p>Use number variables</p> <p>Total available – starts at 1,000 decreases with the check of each item on the list amount turns red when below 0</p> <p>Amount in cart – starts at 0 increases with the check of each item</p> <p>Use icons and anchor on each slide to keep a running total of how much has been spent</p>
<p><b>Audio:</b> The bright lights of Target can blind the zombies away.</p> <p>You have saved \$1,000 to stock your Zom-B-Gone shelter, as shown in the top left corner of your screen.</p> <p>To help with your shopping we have divided the items into four categories – toiletries and first aid, food and drink, appliances, and other. Visit each category in the order of your choice.</p> <p><b>Feedback:</b> Select the items you wish to purchase and pay attention to the total available, you may have to make some difficult choices.</p> <p>The markers next to items for more information about the items on the category slides.</p> <p>When you are ready to check out select the cart to review your selections. Select the target icon in the top left to return to this page.</p>		

Visual: Toiletries and first aid

- ☐ Toilet paper
- ☐ First aid kit
- ☐ Hand sanitizer
- ☐ Deodorant and wet wipes



Return to slide 8 – menu slide for stocking the shelter

Include the total available and amount in cart in the bottom left corner of the screen

- Prices
- Toilet paper \$50
  - First aid kit \$25
  - Hand sanitizer \$15
  - Deodorant and wet wipes \$25

Audio:

Feedback:



Visual: Appliances

- ☐ Radio
- ☐ Flashlight
- ☐ Batteries
- ☐ Can opener
- ☐ Utility knife
- ☐ Duct tape
- ☐ Microwave
- ☐ Hot plate and pot
- ☐ Utensils, plate, bowl
- ☐ Long-range walkie-talkies



- Radio \$30
- Flashlight \$15
- Batteries \$25
- Can opener \$5
- Utility knife \$25
- Duct tape \$10
- Microwave \$50
- Hot plate and pot \$65
- Utensils, plate, bowl \$15
- Long-range walkie-talkies \$50

Audio:

Feedback:

Visual: Food and drink

- ☐ Water
- ☐ Canned meats
- ☐ Canned vegetables 1
- ☐ Canned vegetables 2
- ☐ Canned fruit 1
- ☐ Canned fruit 2
- ☐ Soup
- ☐ Dried items 1
- ☐ Dried items 2
- ☐ Twinkies

Canned veggies 1 – corn, green beans, pickles, olives  
Canned veggies 2 – spinach, beets, veggie medley, beans  
Canned fruit 1 – fruit cocktail, peaches  
Canned fruit 2 – pineapple, pears, peaches  
Dried items 1 – granola bars, dried fruit, cookies, twinkies  
Dried items 2 – rice, beans, pasta



Water will be the only item that the learner will choose. This will require a few different variables, but will have the options of 20 gallons, 50 gallons, 100 gallons, and 200 gallons. Each of which will be different prices. (multiple checks)

Prices

- |                       |             |
|-----------------------|-------------|
| • Water               | 20 - \$20   |
|                       | 50 - \$50   |
|                       | 100 - \$100 |
|                       | 200 - \$200 |
| • Canned meats        | \$100       |
| • Canned vegetables 1 | \$50        |
| • Canned vegetables 2 | \$50        |
| • Canned fruit 1      | \$50        |
| • Canned fruit 2      | \$50        |
| • Soup                | \$50        |
| • Dried items 1       | \$50        |
| • Dried items 2       | \$50        |
| • Twinkies            | \$10        |

Audio:

Feedback:

Visual: Other

- ☐ Books
- ☐ Sleeping bag
- ☐ Change of clothes
- ☐ Garbage bags
- ☐ Puzzle or game
- ☐ Yoga mat/fitness item



Prices

- |                         |      |
|-------------------------|------|
| • Books                 | \$40 |
| • Sleeping bag          | \$50 |
| • Change of clothes     | \$50 |
| • Garbage bags          | \$25 |
| • Puzzle or game        | \$25 |
| • Yoga mat/fitness item | \$50 |

Audio:

Feedback:

**Visual:**

**Toiletries and first aid**

- ☐ Toilet paper
- ☐ First aid kit
- ☐ Hand sanitizer
- ☐ Deodorant and wet wipes

**Food and drink**

- ☐ Water
- ☐ Canned meats
- ☐ Canned vegetables 1
- ☐ Canned vegetables 2
- ☐ Canned fruit 1
- ☐ Canned fruit 2
- ☐ Soup
- ☐ Dried items 1
- ☐ Dried items 2

**Appliances**

- ☐ Radio
- ☐ Flashlight
- ☐ Batteries
- ☐ Can opener
- ☐ Utility knife
- ☐ Duct tape
- ☐ Microwave
- ☐ Hot plate and pot
- ☐ Utensils, plate, bowl
- ☐ Long-range walkie-talkies

**Other**

- ☐ Books
- ☐ Sleeping bag
- ☐ Change of clothes
- ☐ Garbage bags
- ☐ Puzzle or game
- ☐ Yoga mat/fitness item



More variables –

Add each list from each section and have a check mark that will be checked when the item on the other slides are selected.

This will require a lot of variables to keep up with.

Add the total at the bottom left.

Checkout button disabled if the cost exceeds the amount of money available.

Use a target symbol to return to the menu.

**Audio:** Review your selections here. You can make changes here or select the Target icon to return to the main store.

**Feedback:**



**Visual: Checkout**

**Audio:** It's time to check out. Select the cart to checkout. If you have exceeded the \$1000 limit, select the target icon to return to the store and put back some items.

Great work. Stocking your shelter can be tricky. Your next task will be learning how to use some common items found in your cubicle as either a weapon or a distraction.

**Feedback:**

**Visual:**

## Clickable items

- Coat rack
- Coffee mug
- Plant
- Chair
- Chair mat
- Binder report
- Keyboard
- Trash can



Create circular icons for each of the weapons described and fill in those on the bottom of the main screen to show that three items have been selected.

On the next slide have those weapons shown before completing this section.

**Audio:** When the zombie apocalypse occurs, your Zom-B-Gone shelter will be ready for you, but you will still have to get to it. Your office could already have some zombies, so you will need to use some items within your cubicle as a weapon or a distraction against zombies.

Arm yourself with up to three of these items. Mouse over your cubicle and select the highlighted items to review their weapon or distraction potential.

**Feedback:**

**Visual:**

Coat rack

A coat rack is a perfect weapon to use against zombies or anyone, for that matter. One swing, and they won't mess with you again.

**Audio:**

**Feedback:**

**Lesson Title: Surviving a Zombie Apocalypse – At Work**

**Slide ID: 15.2**

**Programming/Interactions**

**Visual:**

Coffee mug

You like your coffee very hot. Throw the hot coffee on the zombie, and follow up by throwing the mug at them, and you will have enough time to move away from them.

**Audio:**

**Feedback:**

**Lesson Title: Surviving a Zombie Apocalypse – At Work**

**Slide ID: 15.3**

**Programming/Interactions**

**Visual:**

Plant

I know you have worked hard to keep your plant alive, even with the lack of sunlight in the office, but this plant can be a great weapon. Just hit a zombie over the head with it, disoriented them for you to get away.

**Audio:**

**Feedback:**

**Visual:**

Chair

What could you possibly do with a chair? I'm glad you asked. Just spin it, and the zombies will stand and stare while it spins so you can get past them. Remember, zombies are not smart.

**Audio:**

**Feedback:**

**Visual:**

Chair mat

This clear mat can really confuse a zombie. Put it up to your face, and the zombie will not understand why it can't reach your brain.

**Audio:**

**Feedback:**

**Lesson Title: Surviving a Zombie Apocalypse – At Work**

**Slide ID: 15.6**

**Programming/Interactions**

**Visual:**

Binder report

The 250+ page report that Karen insisted everyone read but no one did finally has a new purpose. Take those pages out of the binder and throw the pages in the air. Zombies will not understand what is happening, and your distraction will allow you to get by them.

**Audio:**

**Feedback:**



**Visual:**

Keyboard

There is nothing too complicated here; just hit the zombie in the face with the keyboard.

**Audio:**

**Feedback:**

**Visual:**

Trash can

A trash can has many options for use. One is just putting it on the zombie’s head, they will think they went blind and just run away.

**Audio:**

**Feedback:**

**Visual:**

Shows the choices made for weapons and/or distractions

Opps, you have not picked three weapons or distractions, are you sure you want to continue?

**Audio:**

**Feedback:**

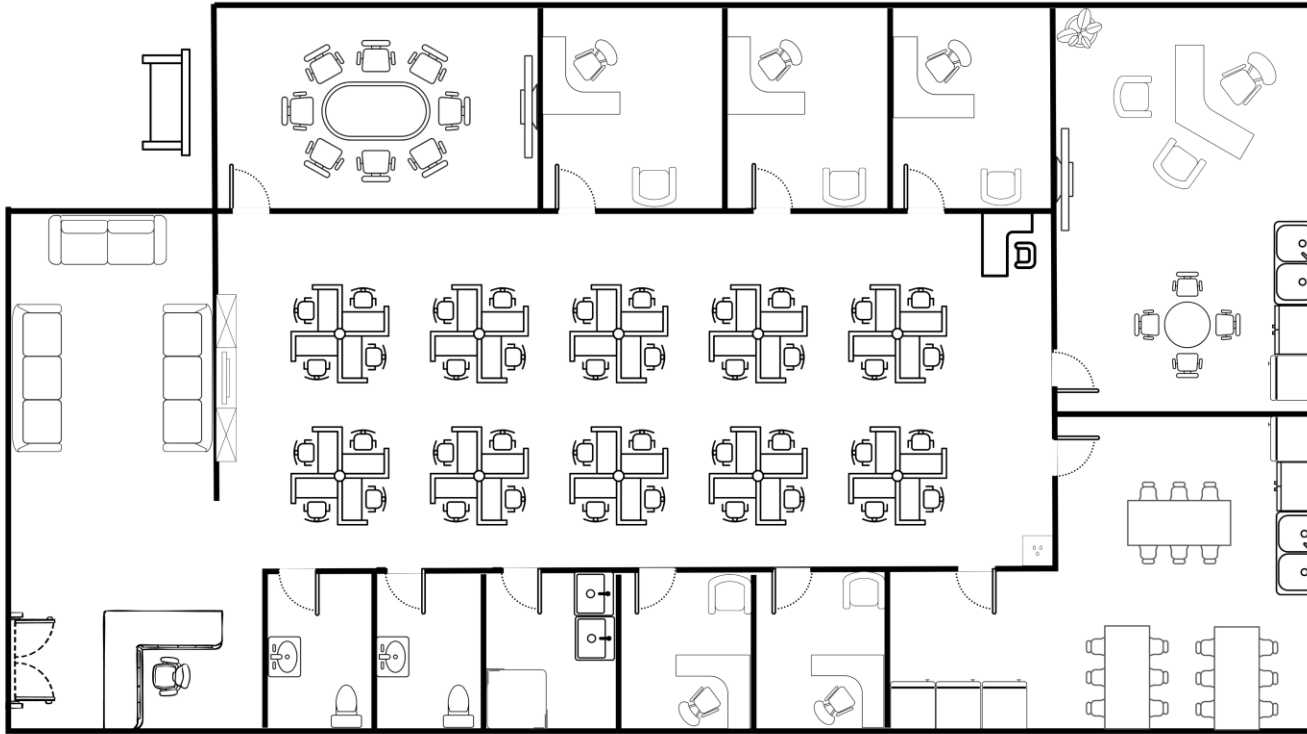
## Visual:



**Audio:** It's go time! The zombies are here, and now you are very happy you spent the money on your Zom-B-Gone shelter at work. There are zombies everywhere, and those who are not yet zombies are panicking. You remain calm because you have prepared for this. You have your weapons and/or distractions, and your shelter is stocked. You now need to get to your shelter to ride out this first wave. Hover over the map to identify some areas where zombies have already taken over. Some areas may not be shown on the map due to the unpredictable zombie movements. When you are ready to move select the “Go to Shelter” button at the bottom right.

## Feedback:

Visual:



**Audio:** Get to your shelter. Remember your weapons/distractions. Beware of hidden zombies. Good luck.

**Feedback:**

Lesson Title: Surviving a Zombie Apocalypse – At Work	Slide ID:	Programming/Interactions
<p data-bbox="76 154 606 192"><b>Visual:</b> Order your zom-b-gone shelter</p> <p data-bbox="76 232 275 271"><b>Call to action</b></p>		
<p data-bbox="76 949 2058 988"><b>Audio:</b> Now that you have all the information, it’s time to meet with one of your high-IQ customer service experts to order your Zom-B-Gone shelter.</p>		
<p data-bbox="76 1196 231 1235"><b>Feedback:</b></p>		