



PRESENTS

U DEAD GAME

for uDevGames 2009

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ABOUT

uDeadGame is a 3D action horror first person real time strategy adventure. You play as the uncanny intelligence for hordes of hungry living dead. Your goal in the game is to devour all the living on each of the 17 levels,

HOW TO PLAY

Mouse to look around

Click to send zombies to a location, or to attack a target
Each click sends one zombie, additional clicks send more zombies.

KEYS

W: move forward
S: move back
A: move left
D: move right

H or **SPACE:** all zombies will hold position until given orders

F: all zombies will follow the player
R: all zombies rush attack, seeking out any living to eat
I: activates the help text

Z: toggles 'zombie time' slow motion
ESC: activates the menu

Authors

uDeadGame was created by Tobias Opfermann and William Griffin
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Additional Credits:

Executive Producer Amy Griffin
QA Testing by Alisa Griffin.
Music by PodsafeProduction & Marco Kittel
Additional Models and Textures from:
Felix Gonsior, TurboSquid, cgTextures, Exchange3D.

Additional Libraries and bindings:

murgaLua by John Murga
Newton Game Dynamics
OpenAL
libpng
zlib

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