

## Assignment 4

### PROGRAM A ZOMBIE

*A zombie has just arrived at your apartment. You bought it from eBay because you want it to stagger (barcollare) around Venice and terrify people. It is currently immobile, but a snack of fresh flesh can mobilize it.*

*Before you mobilize it, however, you must give it clear and very simple standing orders (ordini permanenti). Zombies are not clever: they can only do what they are told, and can only do one simple action at a time.*

- 1 Invent a set of very simple instructions to tell the zombie how to stagger around Venice. This should include the following:

- 1 Keep moving until you reach an obstruction
- 2 If you hit a wall, [instruction]
- 3 If you hit a step (*gradino*) going up, [instruction]
- 4 If you hit a step going down, [instruction]
- 5 If you reach the edge of a canal, [instruction].

Some instructions can be instruction sequences. For example: 'If A happens, do B, and if this causes C, do D'

- 2 Invent a set of very simple instructions, or instruction sequences, to tell the zombie how to terrify (but not harm) people. This might include (this is only an example): 'If you meet a IUAV professor, [instruction]'
- 3 On one or more A3 sheets, express these instructions as a list or diagram, and draw pictures to help the zombie understand
- 4 Write your full name (*nome e cognome*) on your display
- 5 When you arrive at the next lesson, immediately fix the display to the wall and be prepared to explain it to everyone.