

Zombie Survival — Decomposition Hierarchy Tree

Name: _____ Date: _____

Group Members: _____

Your Mission

A zombie apocalypse has started. Decompose the problem of survival into manageable sub-problems.

Decomposition = breaking a complex problem into smaller sub-problems, until each is specific enough to actually solve.

Level 1 — Main Categories

Fill in the 5 main categories for surviving:

Category 1 **Category 2** **Category 3** **Category 4** **Category 5**

Level 2 — Sub-Problems

For each category, write 3 sub-problems:

Category 1: _____

Sub-problem	What it specifically involves
1.1	_____
1.2	_____
1.3	_____

Category 2: _____

Sub-problem	What it specifically involves
2.1	_____
2.2	_____
2.3	_____

Category 3: _____

Sub-problem	What it specifically involves
3.1	_____

Sub-problem	What it specifically involves
3.2	
3.3	

Category 4: _____

Sub-problem	What it specifically involves
4.1	
4.2	
4.3	

Category 5: _____

Sub-problem	What it specifically involves
5.1	
5.2	
5.3	

Level 3 — Go Deeper

Pick TWO sub-problems from Level 2 and break them down further:

Sub-problem . (_____):

- 3a: _____
- 3b: _____
- 3c: _____

Sub-problem . (_____):

- 3a: _____
- 3b: _____
- 3c: _____

Dependencies

Which sub-problems depend on others being solved first? Draw arrows on your tree (different colour pen). List them here:

Must solve this FIRST →	Before I can tackle this

Reflection

Which sub-problem is most critical to survival? Why?

Which sub-problems could a team tackle in parallel (at the same time)?

If you were writing a zombie survival app, what would you name 3 functions?

- _____ () — does: _____
- _____ () — does: _____
- _____ () — does: _____