Schuster dawn

Schuster dawn is a game made by Tomas and Adam where the user gets to explore CSU take in the realism of going to class and killing demons. Join us in Schuster dawn where you can be a boring student and do tasks as awesome as going to class, heading to parking deck, and saving the world.

After then end of the world occurs the player must be able to find resources, and look for a safe place to stay while fighting the amines of darkness (typo but it kept it).

The win conditions for this game to live to next day. The day progresses with story. Lose conditions is death regardless how it occurs.