**Game details**

**Name of the game:**

Kim them all

**Level design:**

Prison map, several levels/rooms.

**Bonus :**

* Nuke bomb
* Kimchi fart
* Electric orbs
* Tourets
* +1 life
* Soju power (e.g. star power in Mario kart)
* Special weapons

**Bots/AI:**

Prisoners, Guards.

**Main character:**

Name: Kim.

Who he is: A prison guard.

**Scenario:**

After a zombie attack, every prisoners and guards turn into zombies. You play a guard trying to escape the prison and survive. He has to kill every zombie on his way with different weapon. Some power-ups and bonus helps the player.

**Game type:**

Top view game, keyboard + mouse/xbox360 controller, beat them all.

Goal: reach the highest score based on bonus, kills and time.

**Weapons:**

Main weapon is a rifle. Additional weapons are available in bonus.

**HUD:**

Score, current weapon, ammo, active bonus, number of life (3).

**Game Engine/Techlonogy:**

Unity – C#