Ah! Zombies

**Overview:**The game is a zombie shooter in a cramped tunnel network. Where enemies can come from any angle with little warning. The game prioritises spatial awareness and map knowledge.

**Map Design:**   
The level needs to give the advantage to the zombies; they are slow and die in 1 shot. So, the level needs short sightlines, multiple doors to rooms, and occasional open spaces for players to manoeuvre around.

**Gameplay Mechanics:**   
Besides the base zombie shooter mechanics, what I’d like to add is.  
1: simple weapon rework (adds ammo counter).  
2: 1-2 new zombie types (fast, low health, high damage. Slow + tall, high health, low damage)  
3: Interactable map objects (Ammo box, traps)

Marble Run

**Overview:**The game is to