Game title: Comboys vs Zombies (OR Comboys vs Ninjas vs Robots vs Zombies)

The game contains 3 scenes: MainMenu scene, Level1 scene and GameOver scene

Player: A figure that can be moved with a keyboard. Player can idle, run, attack (, shoot) and slide. Player has a health bar.

Enemy: Zombie/Ninja/Robot that can detect a player in the playground and tries to attack the player until the player is dead. The enemy can jump, run and attack/shoot.

Respawning: The level respawns with enemies in different locations – every 2 minutes it gets more and more difficult > different enemies will appear