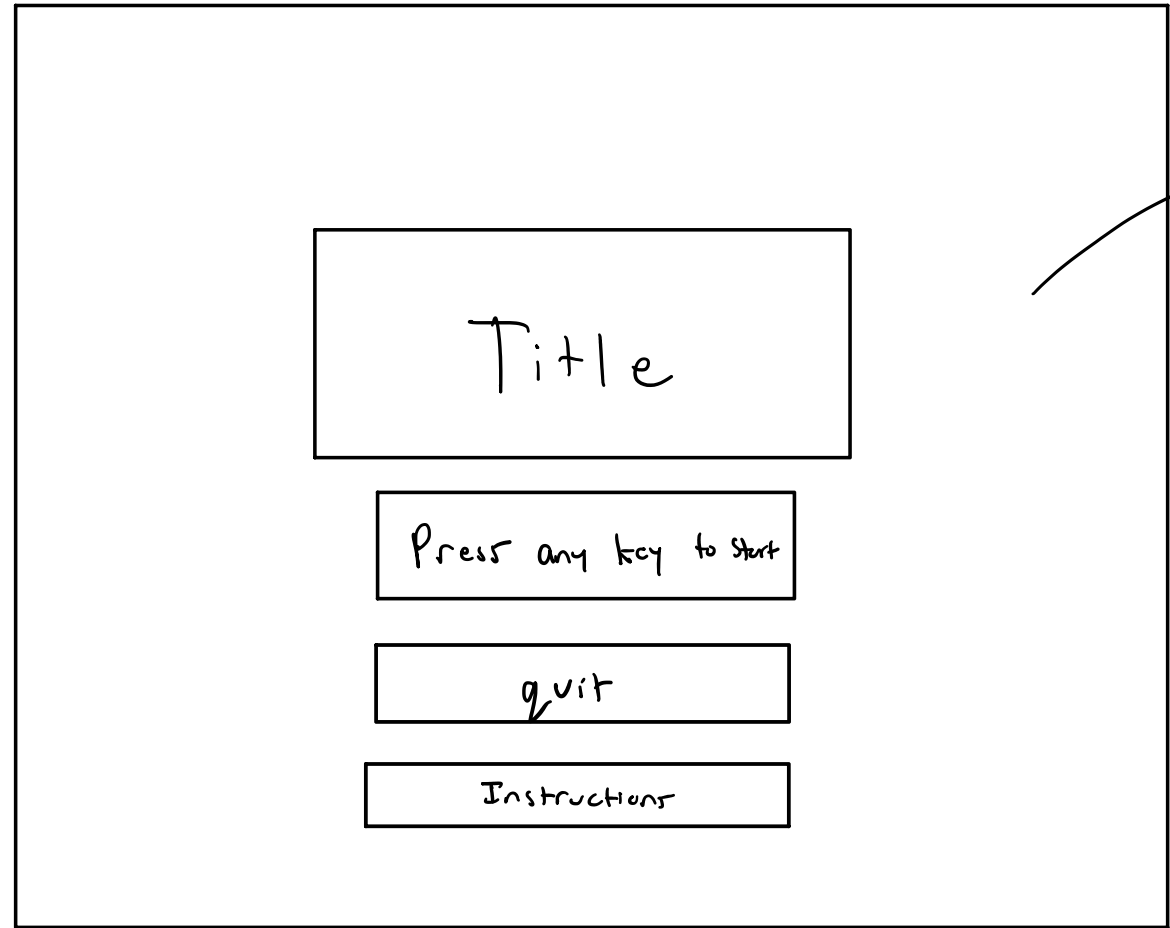


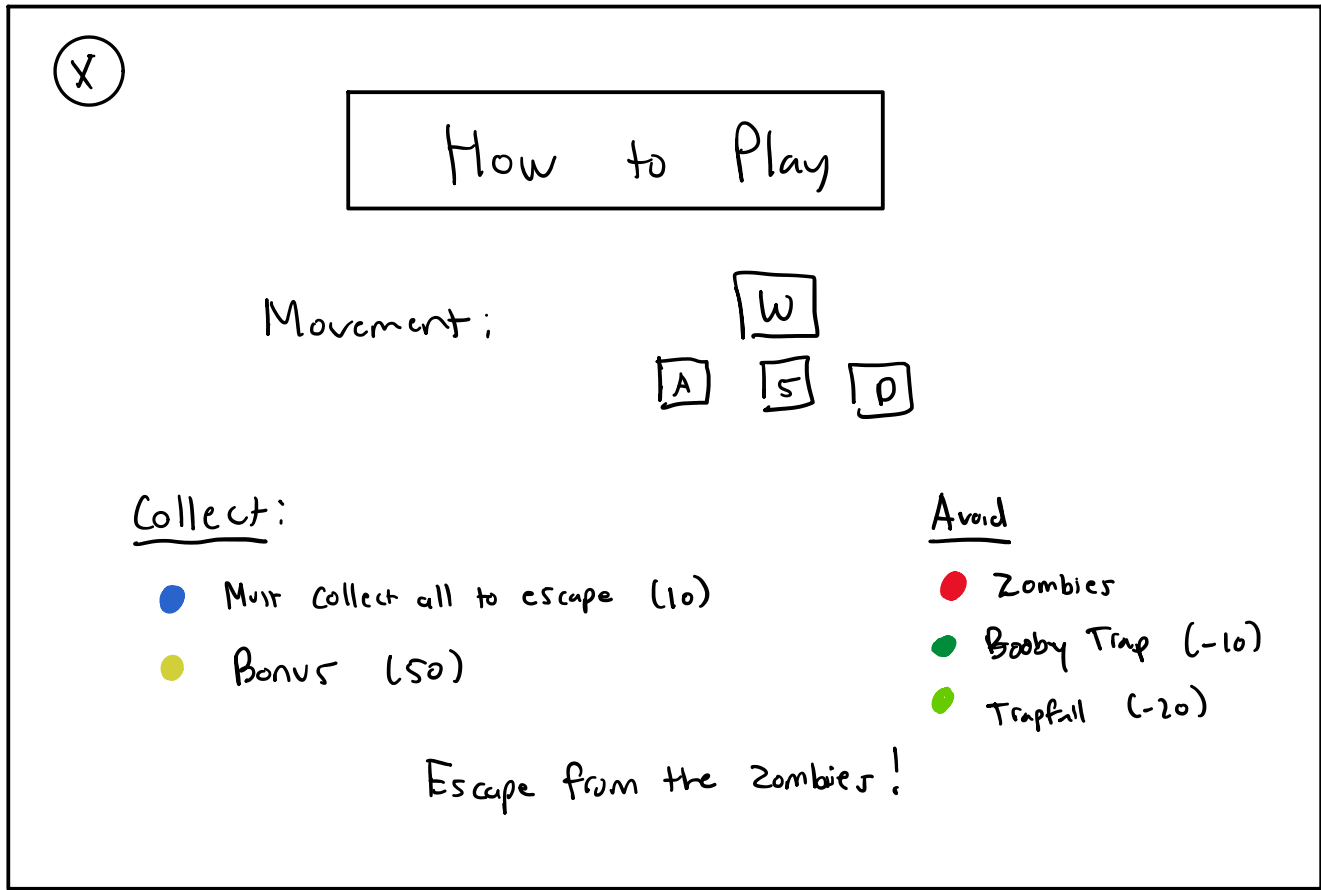
Title screen



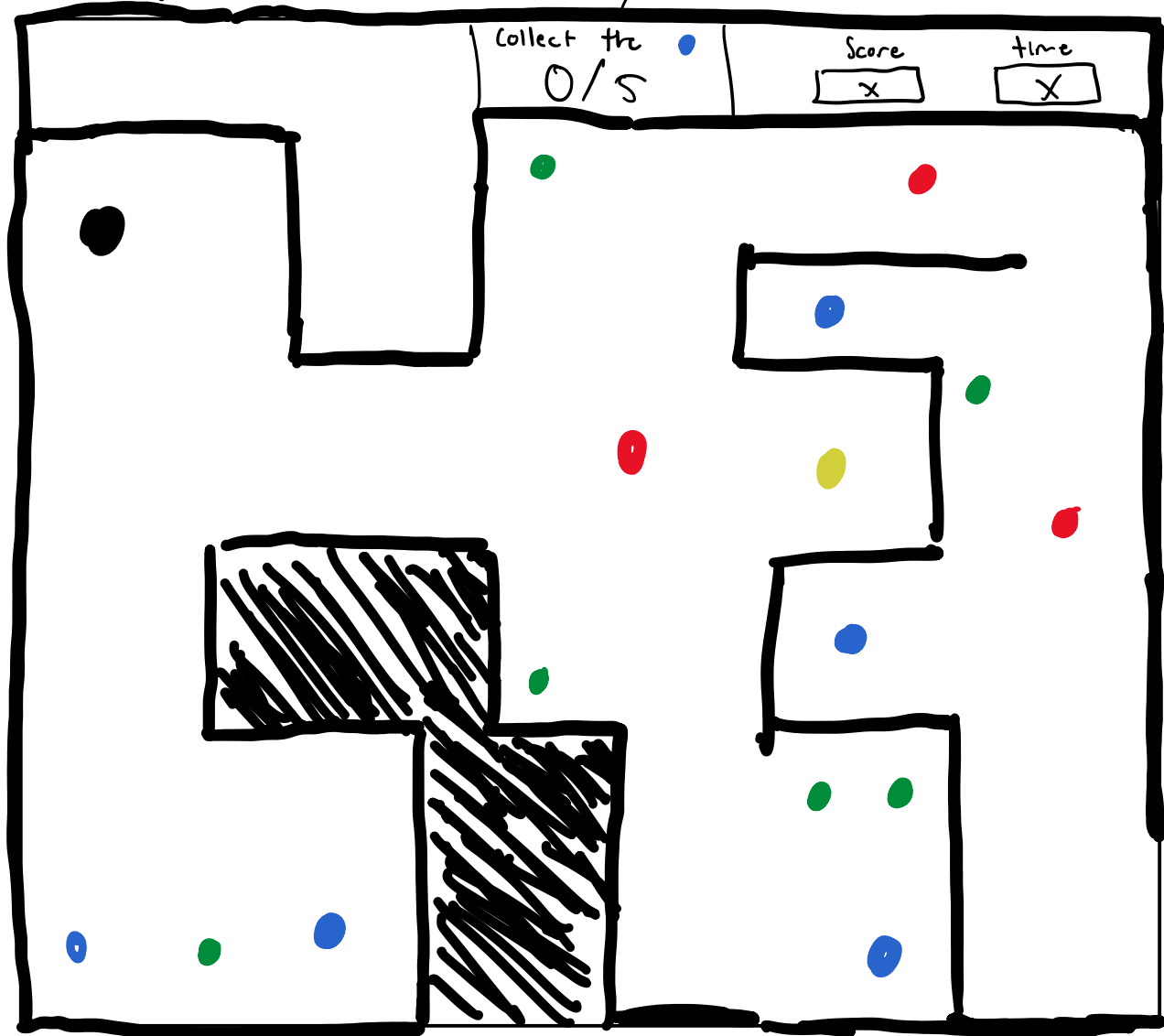
background  
themed around  
the game

↳ zombies  
in a dungeon

Instructions



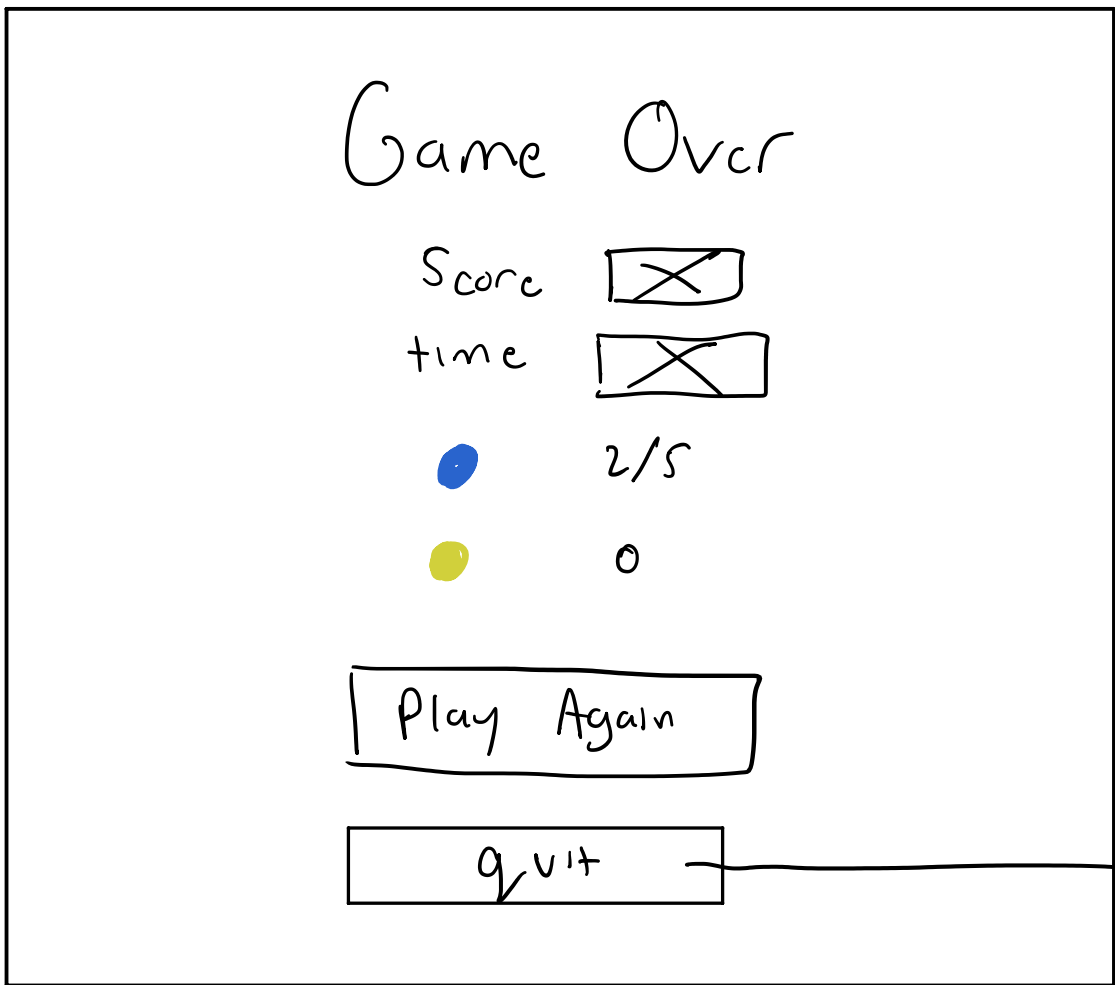
Gameplay



• = Player  
• = Rewards  
• = Bonus rewards  
• = Zombies  
• = traps

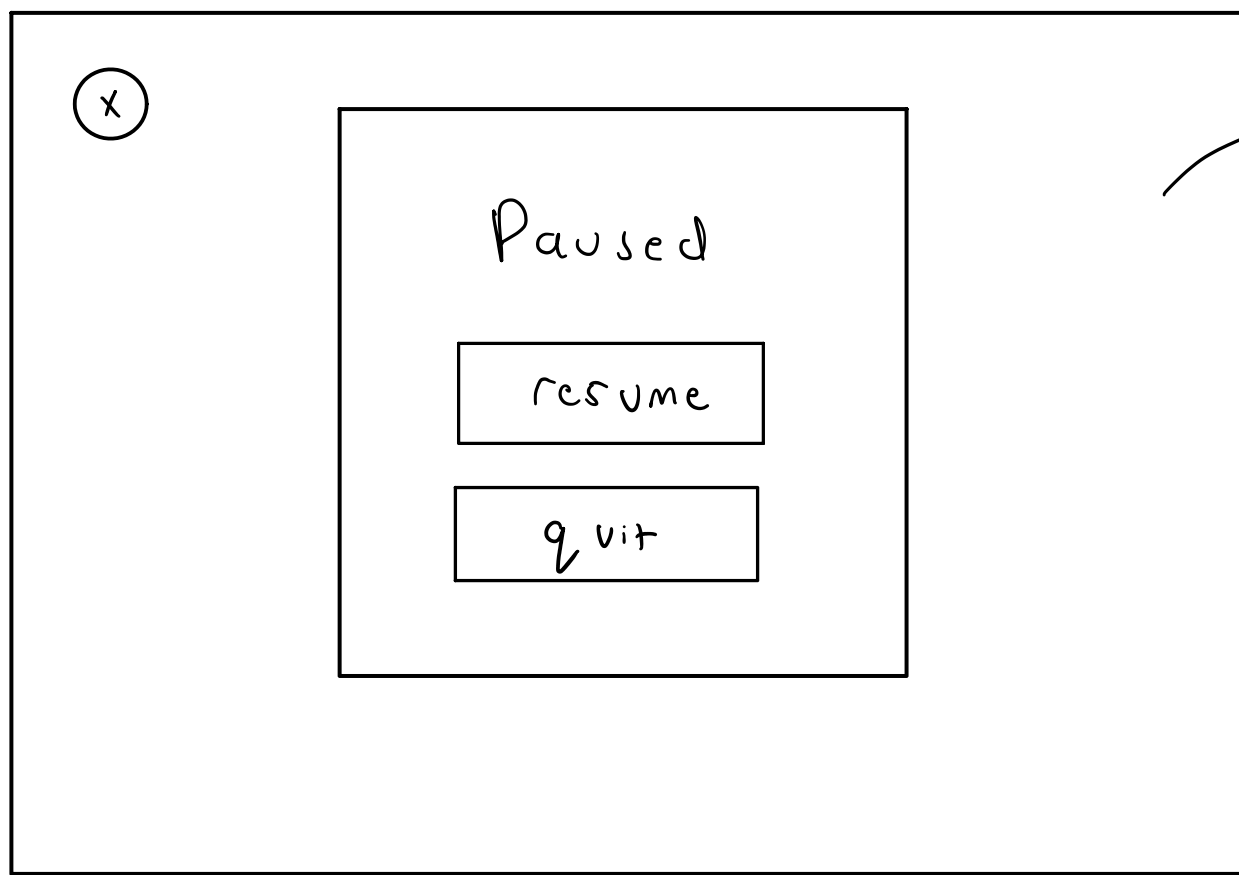
this changes based on how many rewards the player collected  
↳ once all rewards are collected, this changes to "escape".

Game Over Screen



Goer back to title screen

Pause menu:



game is behind

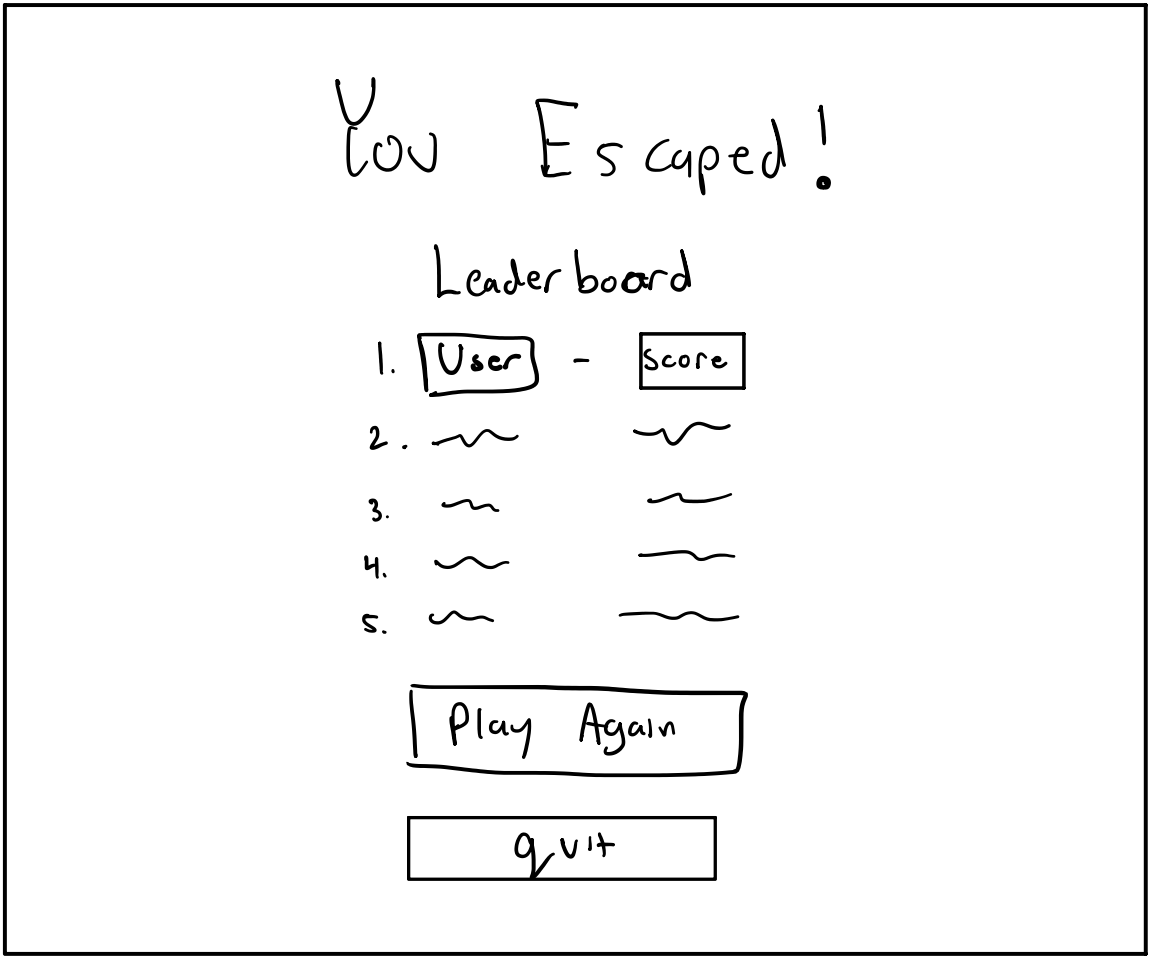
Winning Score



if player score  
is less than  
top 5



else



goes to this  
page

