Basic Premise: The Player is a character trapped on a science space vessel that is run by the Company that is running illegal science experiments on humans. The player (A test subject) needs to escape amidst the mass breakout of a zombie virus. The Company’s security force and science team are antagonists, trying to keep the player from escaping, but killing him. The Government, halfway through the game, enters the ship and kills scientists and the security force and pursues you to capture and interrogate. There will be two possible endings; either you escape in the escape pod, where you are left to drift aimlessly, or, you destroy the ship, taking everything and everyone with you.

Player Object: Appearance, location, velocity, health, inventory, Scent/Sneak

Enemy Object: Appearance, location, velocity, health, weapon

Doctor Object: Appearance, Location, velocity, health

Zombie Object: Appearance, Location, Velocity, health