

## **Game Process Optimization**

### **Collection of Features :**

- Create a pause button
- Menu for the pause
- The menu has an exit
- Exit can be back to the main UI.

## **Algorithm optimization**

### **Collection of Features :**

- Try to fix the bug
- Delete the zombie models when the zombie death

## **Improved performance**

### **Collection of Features :**

- Delete the assets from the unity that we dont use.
- Delete the cache and create game.