**Add a game mode where the player has to survive fixed amount of waves (20, 50 and 100) with every wave getting harder**

Maps:

1. Add 2 more maps, medium (4x4 -may change) and large (6x6 -may change).
2. Introduce a weather system that can affect the player's visibility and mobility. Make it so when it rains, snows or is foggy, the player has to go inside, or else he has severe disadvantages over the zombies.

Player Mechanics:

1. Players have a lighter which if placed close to a zombie for 2 seconds, it sets on fire and dies after 10 seconds.
2. Add very rare and hard to find collectibles that can only be used once. One is used to be able to revive on the press of a button and zombies ignore him while he is downed, another one is a bomb, jet-pack, grapple, cloaking device, control zombies mind.
3. Allow the player to craft weapons, aid kits (with 3 bandages you can create an aid kit which also needs time to be consumed), traps, traps, fortifications which zombies and the player can break, and ammo (battery for the cool weapon) using resources found from killing zombies such as wood, metal, and chemicals.
4. Implement a level-up system with many levels (depending on game mode) that allows the player to improve their skills and abilities such as increased speed, strength, and health.
5. User can choose different characters with different abilities: grapple, jet-pack, grenades, OP weapon, cloaking device, control zombies mind. they all have a huge cooldown (60 seconds).

Zombies:

1. Introduce different types of zombies with unique abilities such as fast runners, tank-like zombies with high health, stealthy zombies that can sneak up on the player and then try to escape to regenerate health, zombies immune to bullets and can only be killed with fire, zombies that burrow underground and surprise the player, "Zombie Dog" that is a fast and agile zombie that can chase the player.
2. Introduce a "Zombie Hunter" that is a human survivor that is immune to the zombie virus but is hostile to the player. Zombies try to kill you both, but he only wants you. When dead he drops many goods.

**After you finish the game**

1. Player can choose between sight, laser or both from the games settings.
2. Add sounds: when he falls, walks, runs, for the flashlight, for the weapons, for the axe
3. Add creepy music
4. Add in-game money (zombies drop more the quickest they get killed). They unlock maps and characters.
5. add the following game modes (just copy- paste the scene and make needed adjustments):

Add a game mode where the player can rescue other survivors and recruit them, making a big team. (big map)

Add a game mode where the player has to find cure. (big map)

Add game mode where the player has to reach the exit of an exclusive map

Add a game mode where the player has limited time to survive (small map, medium map)

Add a game mode with unlimited number of waves. And the player gets rewarded for every kill. (medium map)

For production:

Turn off progressive updates under lighting>scene