**Project 1 Part 1**

The game I plan on doing is a zombie game. In this game, you are spawned at your house with your dad and all of a sudden you wake up to a zombie apocalypse. You will be given two choices to choose from and you must select the option you think is best decision. Now, to add replay-ability, some option will have multiple random outputs. For example, if you were asked, “do you want to stay to defend your home? A: Yes, OR B: No,” if the player chooses option “B” then there is a 50% chance of the player surviving with this option, because who would stay at home in a zombie apocalypse... If you survive, it goes to the next options. And of course, like any zombie game, the goal is to survive.

If you die, you lose the game. If you survive but your father or dies, you still win. Since there will be two main characters, you and your father, the game chooses randomly if your father sacrifices himself for you to make it to the military helicopter or you both get lucky and make it out. Once you make it to the helicopter, you have escaped the zombie apocalypse and are taken to a safe place with vaccination, food, and defense gear while the military wipes the rest of the zombies and that will be the end of the game.