**Project 1 Part 3**

The map of the game can be described as countryside area. You start at your normal house, then you drive in a normal average looking car, then maybe to a normal looking gas station (if not destroyed) then maybe to a normal looking police station to where you could find a helicopter about to take off. When I refer something as “normal,” I am kind of explaining it in a way it would look in real life, similar to ones we have around us in real life. If the map was more like a city, then there would be an insane number of zombies so that is why the environment is more countryside.