Legends

COLLECTIBLE
Usefull stuff

DIALOGS/MESSAGES

PASSENGER
to save, feed and heal

BLOCKER'S CODE
to unlock the train

KEY
to open some doors

PROJECTILE
Single use against mobs

EXPLOSIVE PROJECTILE
Thrown or shoot it

BATTERY
To power the blocker

BREAKABLE WALL
Punch or shoot on it

START
Starting point of the level

BLOCKER
Lock the train

SWITCH ZONE
Reach another location

STORE
Sell usefull stuff

EVENT
like dialog or something else
Unavoidable

INTERACTION
-require, or objective

CONDITION
-needed to open/spawn

LOCKED
-door, or empty collectible

INFECTED

RUNNER
Fast, Dash attack

ARMORED
Invulnerable,
unless he lose his helmet

EXPLODER
Explode if shooted,
or if you are close

GIANT
High Damage

GRIPPER
Rush, grap you and
hit you over time