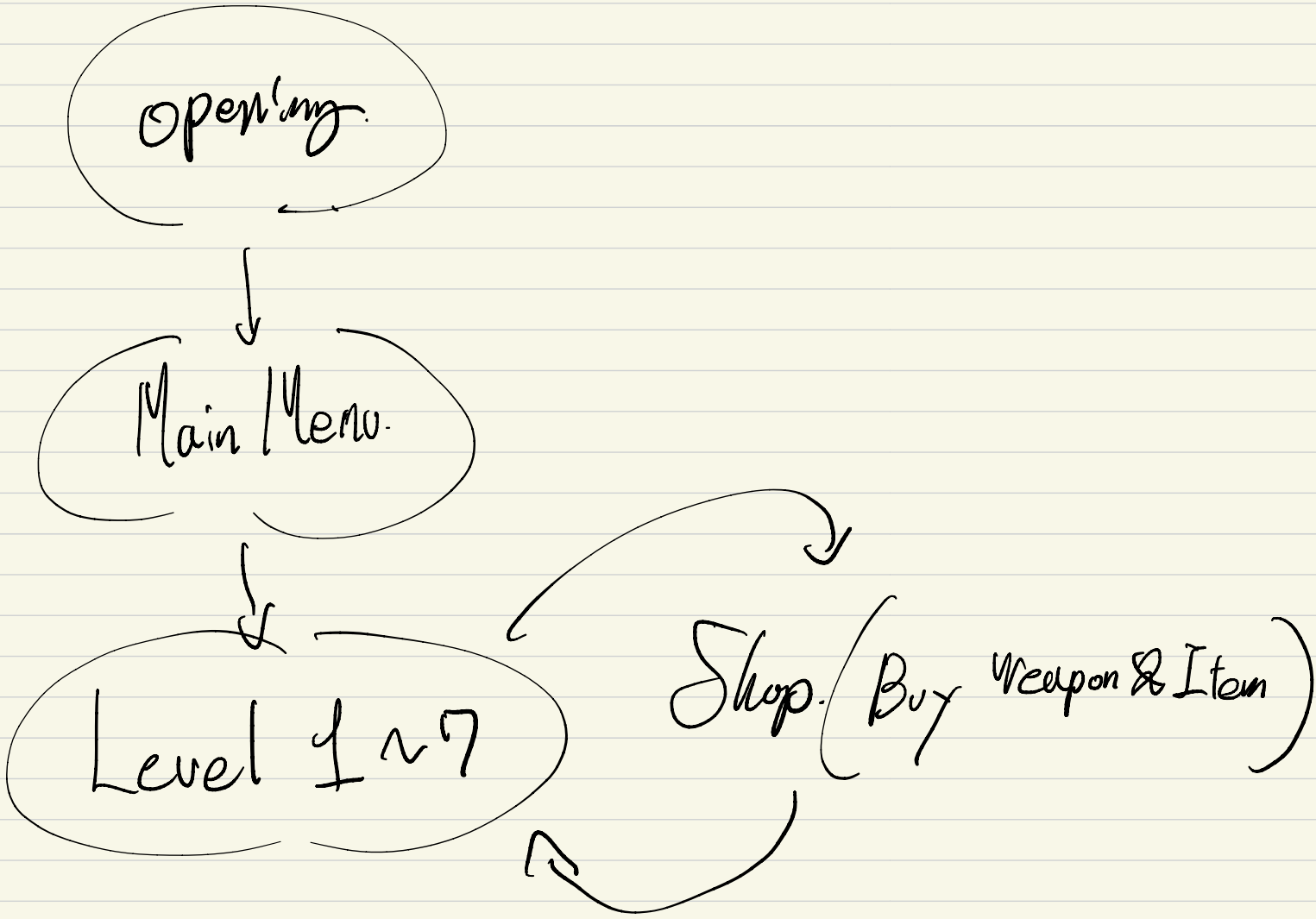


Level Process

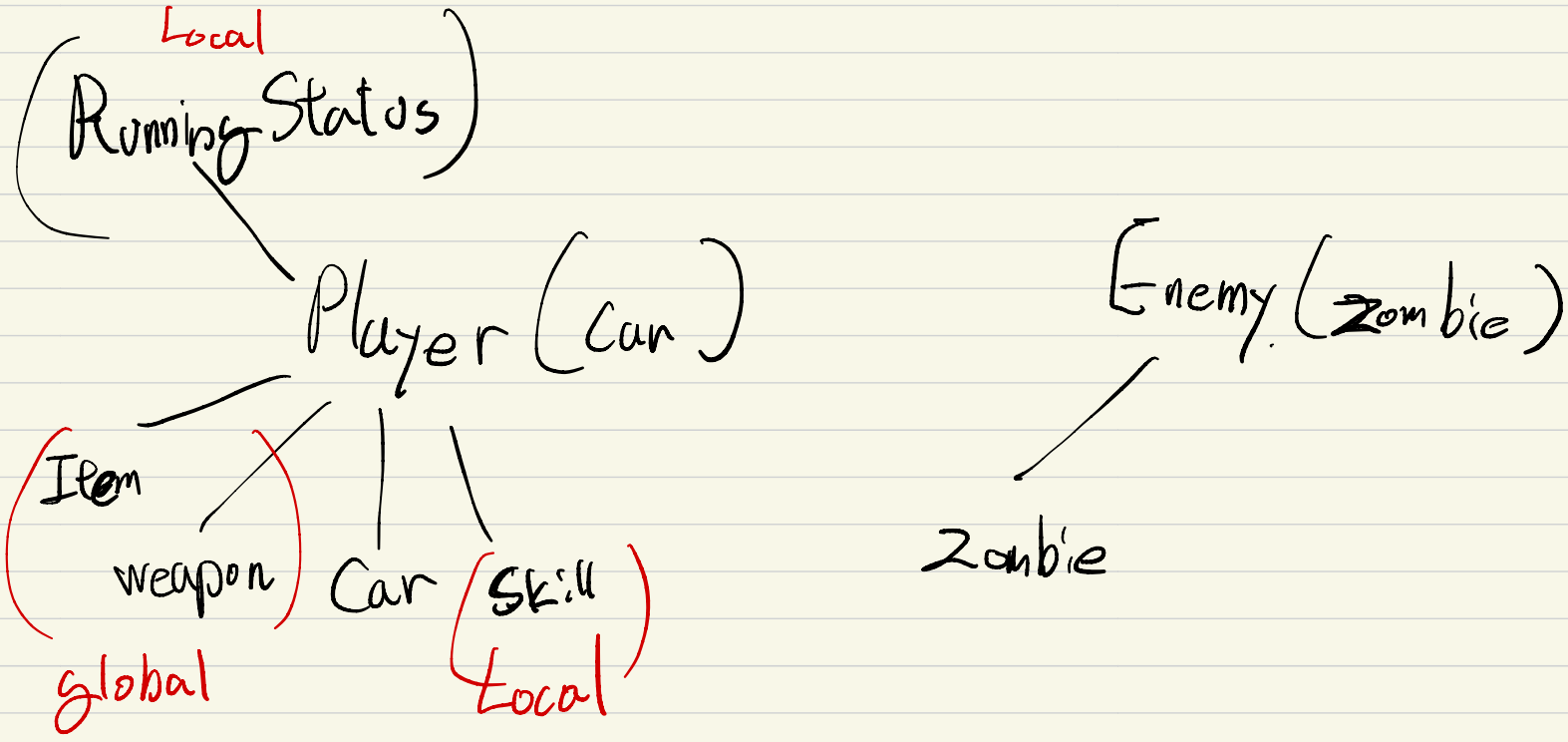
Player → Enemy = Get (Money, EXP)

(Kill (Auto))

→ Enough Exp = Levelup

= Upgrade skill

Unit


Local
Running Status
Player (Car)
Item
weapon
Car
Skill
global
Local
Enemy (Zombie)
Zombie

Scene

Intro , Main Menu

Start Load Shop Setting

PlayAble Stage 1~7...

(Player
Skeleton?) Zombie Manager ....