**Zombeh Trail**

Game Overview: You play as a leader in a group who is currently trying to get to the safe haven which is said to be held in the East of the country

Genre: Zombie, Survival

Main Mechanic: Resource Management

Sub mechanic: Decision Making

Gameplay: Player will have to manage resources and make decision to ensure the groups survival

Animation and Assets

***Travel Scene:***

***Scavenger Scene:***

* Pickable Items
  + Food
  + Scrap
  + Fuel
* Enemy
  + Type
    - Fast
    - Strong
    - Normal
  + Animation
    - Walking
    - Attacking
* Player
  + Animation
    - Walking
    - Shooting
* Props
  + Trees(3x)
  + Bush(3x)
  + Destroyed Building(2x)
  + Rubbles(2x)
  + Fence (Destroyed)
  + Fence
  + Rocks(3x)

***Rest stop Scene:***

Scripts and Logics

***Travel Scene:***

* **Stats**
  + Total Ammo
  + Total Scrap
  + Total Food
  + Total Fuel
  + Location Distance

**Map**

* + Location
  + Risk
  + Speed
* **Health**
  + Ration Input
    - Small
    - Normal
    - Large
  + Health
    - Player
    - Group Member
    - Car

***Scavenge Scene:***

* **Player Manager**
  + Player
    - Health
    - Speed
    - Total Ammo
    - Gun
      * Hurt enemy
      * Reload
        + Reload Time
      * Bullet
        + Speed
        + Direction
        + Damage
    - Item Detection
      * Fuel
      * Food
      * Scrap
* **Enemy Manager**
  + Normal
    - Health
    - Speed
      * Movement
    - Damage
      * Hurt Player
    - Player detection
      * Detect player
        + Chase Player

Hurt Player

* + Fast
    - Health
    - Speed
      * Movement
    - Damage
      * Hurt Player
    - Player detection
      * Detect player
        + Chase Player

Hurt Player

* + Strong
    - Health
    - Speed
      * Movement
    - Damage
      * Hurt Player
    - Player detection
      * Detect player
        + Chase Player

Hurt Player

* **Game Manager**
  + Random Object Spawn
    - Fuel
    - Food
    - Scrap
  + Enemy Spawn
    - Timer
      * Spawn Enemy
        + Normal
        + Fast
        + Strong
  + Scene Timer
    - End Scene
  + Fuel
    - Fuel Gathered
      * Add on to total Fuel
  + Food
    - Fuel Gathered
      * Add on to total Food
  + Scrap
    - Fuel Gathered
      * Add on to total Scrap

***Rest stop:***