ABOUT THE GAME

**Zombie game.**

This is a story like game which centers around a man whose wife has been abducted by zombies and taken to a dilapidated building in the city. The man has to rescue his wife and he has limited time to do so before she is killed. What makes it more interesting is that he does not know if she is still alive or what. Along the way he must make critical decisions, gather resources more like weapons to fight the zombies, type of transportation while trying to locate the exact room where his wife is held.

The game is set in a dysfunctional city where zombies roam the streets. The player, which is the man in this case, starts at a safe house. The location where the woman is held is a multi-story, dilapidated hospital. Each floor has different challenges, **zombie types** and **clues about where the wife might be located.** The building has broken elevators, locked doors and some dysfunctional lights.