**Phase 1**

**PREPARATION**

Before the player start the mission, they need to make critical decisions.

**Choosing transportation** – the player has access to a selection of vehicles that affect their speed, durability and noise level.

Motorcycle – fast but noisy and offers little protection.

Car – medium speed and protection, but attracts more zombies

Armored van – slow but strong and resistant to damage

The player can also choose to walk, which result in less protection and more time consumption.

The choice of transportation impacts how much time the player has upon reaching the building.

**Gathering weapons** – the player selects from a variety of tools and weapons, but they can only carry a limited number.

Weapons – [bat, machete], these weapons are silent but require close combat. [pistol, shotgun], these weapons are louder but more efficient from a distance.

Tools – bolt cutters (for locks), grappling hook (to climb), flashlight (for dark areas), first-aid kits (to heal), distraction devices (noise bombs to pull away zombies)