**PROGRESSION OUTLINE**

**Opening scene –** Show the destruction story in text or cut scene form. **Game start -** The player starts in a relatively safe area. Introduce the mechanics of the game and teach the gameplay.   
  
  
**AFTER SCOPE CUT**  
  
**Major events:**

* **Early game -** Simple missions, face weaker enemies. Introduce to small enemy waves, introduce game lore through newspaper
* **Bridge repair –** map expansion, introduction of new enemy (titans), increase in game difficulty
* **Church event –** narrative depth, more mission, some lore exploration
* **City Evacuation & escape -** events leading to new enemy discovery (wormers), newspaper informing about destruction and new enemy types
* **Ending -** Go to the train station