**Game Start:**A strange illness spreads claiming lives all over the world. You are among the last standing places on Earth to fight back reclaim your lives back from the zombies.   
  
Select your character.   
  
{Insert different character customization options to select one among them as the player’s avatar in the game}  
  
  
Player is standing just outside his house.  
  
{Movement tutorial} – Press WASD to move around

**FIRST EVENT:**  
The player is low on food and need to go to store to get some food supplies.  
  
Main character dialogue: “So hungry… I need to find some food. The disease is taking over the town. I hope I don’t run into zombies”   
  
{Insert quest to find food}  
  
  
“I should take the gun just in case.”  
  
{Player picks up the gun}  
As the player move towards the store, zombies approaches in distance.  
  
“Oh no! A zombie!”  
  
{Insert tutorial shooting quest} – Shoot the zombie  
  
More zombies will approach on the way as the player moves forward and a small wave near the store. (1 or 2 zombies in the way and then a small wave of 5-6 zombies should be nice to start – we can adjust this later)

Player grabs the food item.  
  
“That was close! I have to be more careful from now.”  
  
  
  
  
**EVENT TWO:**   
  
A muffled scream is heard in distance. “Help! Help!” A NPC character is seen running and screaming.

{Insert quest to save the NPC}  
  
The player will run to NPC location and shoot the zombies.  
  
{Insert enemy wave}  
  
NPC health depletes slowly. (Quest failed if NPC dies before you kill the zombies)  
  
NPC: “Thanks for saving me.”  
  
Player: “Are you alright?”   
  
(Blood spots on the road)  
  
NPC: “I fell while running. I think I scraped my leg.”  
  
{Insert quest to take NPC to Pharmacy/first aid}  
  
{Zombies on the way to Pharmacy}  
  
Leave the NPC at Pharmacy to complete the quest.   
  
  
**DRAFT EVENTS: (WIP)   
  
*Wrecked lands:   
Bridge repair  
Helping kid in the park******Red Desert:   
Quick sand***