**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 – an abandoned building he is living in.  
  
{Movement tutorial} – Press WASD to move around

**FIRST EVENT: (Supply run)**  
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 health depletes slowly with hunger…has to reach the store before he dies  
  
Player grabs the food item and also finds old newspaper at the store.  
  
  
*News report  
  
11 January 2300 – The bridge at the Freedom River collapsed this morning. The citizen heard a loud bang reporting several people and vehicles falling into the river as the result of a clash between an awry war machine and town folk. Serving as the vital transport point between the town, the collapse has disrupted the transportation of food, medical supplies and other essential items.*  
  
“This is going to be tough. I need to store supplies.” - Player can buy more supplies if he wants.   
  
**EVENT TWO: (Save NPC)**   
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.   
  
  
**EVENT 3: (Save a child & pet)**

A child is stuck on the slide in the park with zombies surrounding the slide.   
  
NPC: “Bad zombie! Bad! Go away”  
  
Player has to kill zombies to reach the slide and rescue the child   
  
{Save the child from the zombies} (the child health depletes while the zombies attack them. Quest fails if the child dies.)  
  
Player: “The zombies are gone. Let’s get you home.”  
  
“Where do you live?”  
  
  
NPC points in the direction of the house (shift the camera to show house location and then shift back to current location)  
  
{Zombies on the way to the house}

NPC: “I am scared!”  
  
Player: “ I will keep you safe.”  
  
On reaching the house, the NPC sees their dog surrounded by zombies. The dog will be barking inside the fence so zombies can’t go inside.  
  
NPC: “ No!! The zombies are going to eat my dog!”

{Kill the zombies and save the dog}  
  
Player: “Your dog is fine now. Go inside & be careful.”

NPC: “Thank you!” and runs inside with the dog.  
  
**EVENT 4: (Save NPC & find lost item)**The player encounters a couple running away from zombies.  
  
Player: “Those people seem to be in trouble. I should help.”  
  
{Kill the zombies}  
  
NPC 1: “Thank you! Thank you for saving us.”  
  
NPC 2 looks at her hand and starts crying  
  
NPC 2: “Honey!! My Ring! It’s lost!”  
  
NPC 1: “Did you just loose our wedding ring?”  
  
The couple starts fighting.  
Player: “It must have fallen on the way. ”  
{Search for the ring and bring it back to the couple while zombies attack on the way}  
  
Timed event – The mission fails if you don’t bring back the ring in time and the couple will break up   
Player: “Here… I found your ring!”NPC 2: “Thank you! You found it!”  
  
NPC 1: “I’m sorry for shouting at you! I thought the ring was gone forever!”  
  
NPC 2: “I will keep it safe now.”  
  
**EVENTS AFTER BRIDGE REPAIR – move to harder area**  
**EVENT 5: (Broken bridge - prologue)** *The supplies will start depleting on this side. Player goes to the store which is running low on supplies.*

Player: “This town is starting to run out of supplies.”  
  
*Player finds another newspaper at the store.  
  
News report  
  
15 March 2300 – The town management has been unable to repair the bridge. The citizens are trying to grow plants and survive on stored rations. Amongst the continued unrest and the spreading disease, the repairs have been delayed for an undetermined time. Citizens are advised to store essentials and avoid food wastage.*  
“This bridge is still broken”

“I need to find a way to repair the bridge and go to the other side.”  
  
{Meet other survivors and talk about plan to repair the bridge.} – Zombie attack while searching for NPCs. NPCs will be located at various locations in the town. Meet at least 3 NPCs.  
  
Player: “Hi! The shop is running out of food. “  
  
NPC: “Why would I give you supplies in such a time?”  
  
Player: “I am not asking for supplies. We should try to repair the bridge ourselves.”  
  
 NPC: “What makes you think I know how to repair bridges”  
Player: “If we ask everyone around. We might be able to…”  
  
NPC: “I am not running around with zombies in the town.”

NPC: “Now bugger off! I have got enough troubles already!”  
  
NPC walks away to his house.

Player: “That didn’t go that well...”

{Meet NPC 2}  
  
Player meets the couple from the old quest outside the store.  
  
NPC 1: Are you here for the supplies too?  
  
NPC 2: Its finished. Just go back.  
  
NPC 1: If only the bridge could be repaired.  
  
Player: We should work together to build the bridge.  
  
NPC 2: Yes! We are protesting tomorrow to the town management. You should join us.  
  
NPC 1: Yes! You saved us last time. Maybe you can protect us during the protest.  
  
{Join the town protest to repair the bridge} – Kill zombies to save people while they protest. Get supplies and money as reward. Some NPCs may join to kill zombies.   
  
Days after the protest, nothing has happened. The shop has run out of supplies.  
  
*2 April 2300 – Despite the protests, the bridge hasn’t been repaired. Citizens face troubles, surviving on the stored supplies as the town sells out the last of its stocks.*   
  
{Meet NPC 3}  
  
A few days after the protest, a NPC talks to you.  
  
NPC: “Hey! Aren’t you the guy from the protest?”  
  
Player: “Yes! But nothing has happened. ”  
  
“I was thinking maybe we should do it ourselves.”  
  
NPC: “I used to be a civil engineer. We can try!”  
  
Player: “That sounds great!”  
  
NPC: “I will shall talk with the townsfolk to collect materials.”  
  
  
{Find materials and repair the bridge while zombies attack} – Bridge will repair while player works on it and will stop repairing while shooting zombies. Can be a timed event.  
  
Fail if time runs out  
  
- can be a multiple step event... One day u find planks… next you find cement etc. ( building repair meter like that of city villie or other town management games where you have to make building and they are built on percentage basis. Items can be collectable from map or can be sold in shop or the NPCs can bring the items and repair the bridge.)  
  
**EVENTS AFTER BRIDGE REPAIR – move to harder area**  
**EVENT 5: (Broken bridge)**  
  
  
Player: “Phew! The bridge is built”  
  
Player: “Shit! More zombies”  
  
Zombies: “Grrrrr….bleeh!”  
  
{Zombie waves crossing the bridge} – Kill the zombies  
  
NPC: “What is that thing!!??”  
  
{Introduce new enemy – Robots}  
  
Player: “Now we need to find a new place for shelter.”  
  
{Find a place to live & kill zombies on the way}  
  
Player and NPCs will go to the church on the other side of the town.  
  
**EVENT 6: (Going to church & return)**

NPC from Church: “Where are you guys coming from?”   
  
  
  
  
Player: “We came from the other side of the town.”  
  
NPC: “Nonsense! The bridge is broken since long.”  
  
Player: “We repaired the bridge!”  
  
NPC: “Impressive as it is. You can’t stay here.”  
  
Player: “But we repaired the bridge!

“That counts for something!”  
  
NPC: “You brought the whole town with you. We are hardly surviving our self. Go back!”  
  
{Return to the old town through the bridge} – The robots will now also spawn in the old town areas. You are able to buy supplies again from the shop.  
  
*1 May 2300 –The community rises to the occasion and the bridge repairs have been complete. The transportation route is now restored, however, it brings along new threats. The citizens are urged to remain careful in their movements.*   
  
**EVENT 7: (Explore new area /retrieve item from zombies)**

{Ask the player to explore the new area}

Player will go to the new area and see a group of people outside the church fighting.  
  
NPC 1: “How could you be so careless?”  
  
NPC 2: “The zombies were chasing me. I had no choice.”  
  
Player: “What’s going on?”  
  
NPC 2: “Great! Now he heard us too. The priest is going to throw me out.”  
  
NPC 1: “ You stole it so you bring it back!”  
  
NPC 2: “Hey! You are the buy who built the bridge!”  
  
“Help me!”  
  
Player: “It wasn’t me but what do you need?”  
  
  
  
NPC 2: “I was going out so I took the priest’s necklace.”  
  
The zombies chased me on my way back so I threw it on them and ran away.”  
  
“The priest is going to kill me now.”  
  
Player: “And if I find it.. What do I get in return?”  
  
NPC 2: “If you find it…I will give you some hidden supplies from the church.”  
  
Player: “Alright! I will find it for you.”  
  
NPC 2: “Thank you. It should be near the pizza shop.”

{Retrieve the priest necklace from zombies.} – Also kill the enemies on the way and safely get back to the church.  
  
NPC: “You found it!”  
  
Player: “Yes! Now give me the supplies.”  
  
NPC: “Reward? What reward?”  
  
Player: “The one you were supposed to give me.”  
  
Priest: “What’s happening here?”  
  
NPC: “This guy was stealing your necklace. I stopped him.”  
  
Player: “He’s lying! He is the thief”  
  
Priest: “You! You the same guy from that day!”  
  
Player: “What are you talking about?”  
  
Priest: “I remember you! The one who brought a whole town to take shelter here!”  
“We refused and now you steal the necklace!”  
  
NPC: “Yes! I will get rid of this thief!”  
  
Priest: “Good! I will go back to rest then!”  
  
Player: “Hey! We don’t have to fight.”  
  
  
NPC: “Get Ready!”

{Fight between NPC & player}   
  
NPC (tired and panting): “Spare me! I will tell the truth!”  
  
Player: “Do the right thing!”  
  
NPC tells the whole story to the priest.  
  
Priest to NPC: “You caused so much trouble. I will deal with you later! Go repent for your sins”

Priest to player: “You can stay here as compensation for this. Here’s some supplies to help you.”  
  
 **DRAFT EVENTS: (WIP)** ***Red Desert:   
Quick sand  
  
  
Game end:  
Train station – leaving to a safer town***  
**RANDOM FUN EVENTS  
1.**Player hides inside a building to escape from zombiesZombie: knock knock   
Player: whos there  
 Zombie : zombie...   
Player: zombie who...   
Zombie: zombie i am eating you  
  
{Player has to come out and fight zombie wave}  
  
Player: “That was a cool zombie.   
  
Alas! I had to kill him.”