**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 health depletes slowly with hunger…has to reach the store before he dies  
  
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.   
  
  
**EVENT 3:**

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:**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.”  
  
**EVENT 5: (WIP)**  
Retrieve an item from zombies.  
  
  
**EVENT 6: (WIP)**  
Flooding town – broken bridge  
  
  
**DRAFT EVENTS: (WIP)** ***Red Desert:   
Quick sand***