**Intro:**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}  
  
You find yourself taking shelter in some abandoned ruins, running out of supplies.   
  
Main character dialogue: “The disease is taking over the town. I should prepare.”  
  
“So hungry… I need to find some food.”  
  
{Insert quest to find food}  
  
As the player approaches the food item, enemy approaches in distance.  
  
“Oh! These mutants are here now!”  
  
{Insert tutorial shooting quest}

Player grabs the food item.  
  
“That was close! I have to be more careful from now.”  
  
A muffled scream is heard in distance. “Help! Help!” A NPC character is seen running and screaming.   
  
{Insert enemy wave}