**Zombicide**

**Story:**

A new disease of unknown origin has started to infect humans turning them into cannibals that eat without stopping. After a while the corpses of those eaten become a walking dead nightmare. Thankfully High-Risk Disease Control Intelligence(HR DCI) was quick to react and the cities effected by the infection have been quarantined. HR DCI started to deploy units that are tasked of cleaning the infected citizens in hopes of using their corpses to cure the disease.

**Gameplay:**

2D top down shooter like hotline miami ,but with zombies. Sort of advanced AI is able to react to being shot or hearing gunshots making the gun and run route harder. Additionally you can use silencers ,but they will only reduce the noise guns make when shooting making them sort of safe. Zombies will bite the player risking infection. If the player is infected then the players health will slowly decrease until the player becomes an infected or the player is able to cure themselves.

**Enemies:**

-Rotten – slow post mortem human corpses that slowly try to get to the player and bite them. Danger: Dangerous in groups,for unarmed citizens, capable of ambushing unsuspecting humans

-Infected – humans originally infected by the disease that will run towards the player and try to bite them. Danger: dangerous in groups , for unarmed citizens, it's speed makes it harder shoot

-Armored rotten – armored police type rotten. The armor needs to be destroyed before they can be killed. Danger: dangerous even if it's not in a group,armored,hard to take down

-Mutants: Type K9 – rotten dogs. Fast as normal dogs ,but extremely sharp teeth. Danger: Extremely dangerous.

Type Radioactive – Highly radioactive rotten. Deals radioactive damage when biting. Danger: Extremely dangerous. Radioactive poisoning.

Type Puker– Rotten that have the ability to shoot stomach acid at humans. Danger: Extremely dangerous. Stomach acids can melt metal.

Type Muscle – Extremely muscular and dangerous rotten. Mini boss. Danger: High risk danger.

Type ??? – [Redacted] Danger: ???