Top-Down Game: JustAnotherZombieApocalypseGame (JAZAG)

You play as a survivor, tasked with escaping an area overrun with zombies.
You are equipped with a basic pistol with limited ammo.
As soon as a zombie touches you, you get attacked and take a hit.
There are breakable crates that break by being shot. Some will have a key, a medkit or ammo in them.
By collecting a key, you can open a locked gate and progress to the next area.

Tool:
Pistol

Interactables:
Zombies
Crates

Environment modifier:
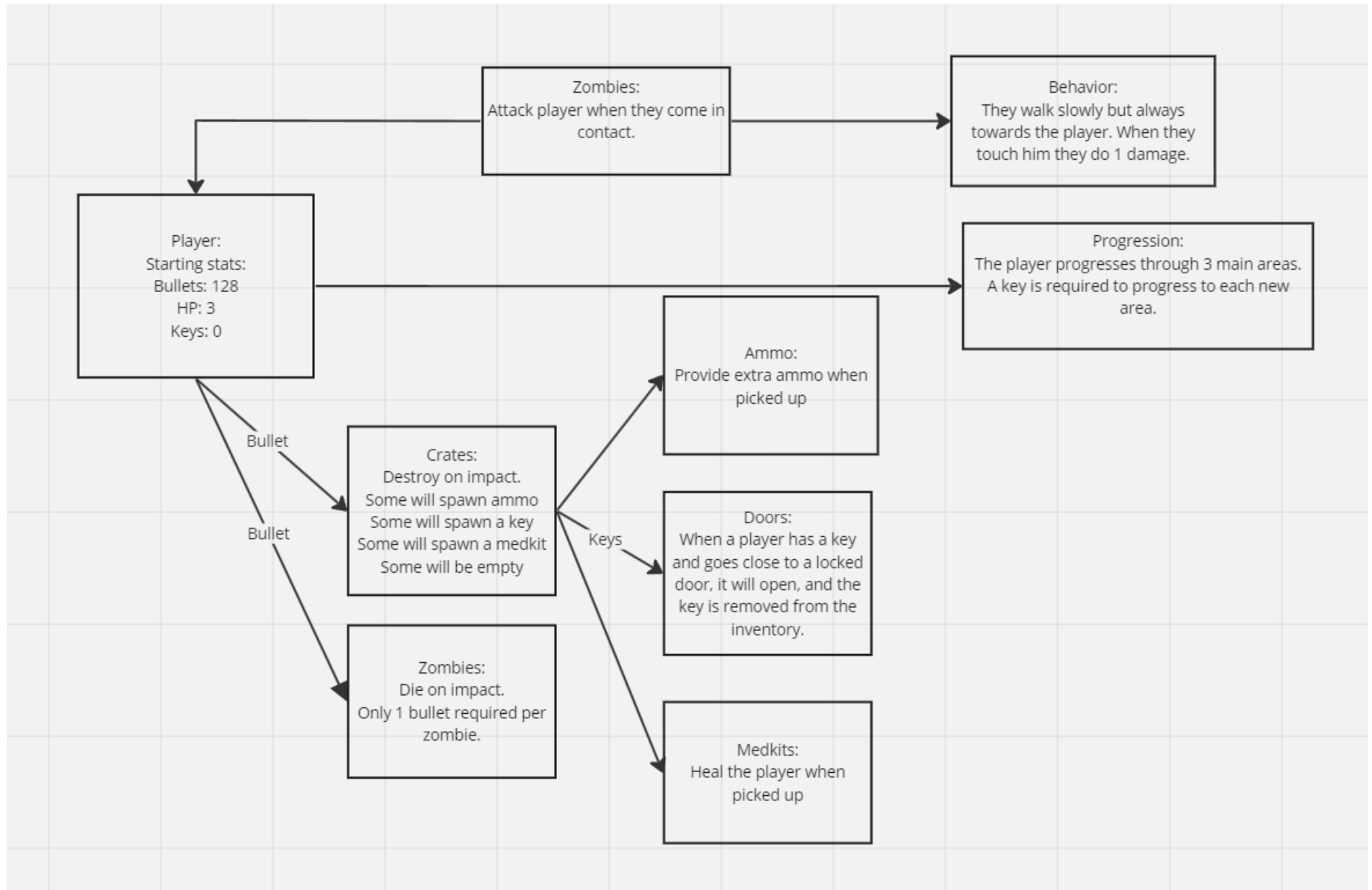Keys open doors

Pickups:
Medkits
Ammo
Keys

Win condition:
The Game is won when the player reaches the truck at the end of the 3rd area.

Lose condition:
Game Over when player hp == 0.

Components and systems:

Zombies:
Attack player when they come in contact.

Behavior:
They walk slowly but always towards the player. When they touch him they do 1 damage.

Player:
Starting stats:
Bullets: 128
HP: 3
Keys: 0

Progression:
The player progresses through 3 main areas. A key is required to progress to each new area.

Ammo:
Provide extra ammo when picked up

Bullet

Crates:
Destroy on impact.
Some will spawn ammo
Some will spawn a key
Some will spawn a medkit
Some will be empty

Bullet

Keys

Doors:
When a player has a key and goes close to a locked door, it will open, and the key is removed from the inventory.

Zombies:
Die on impact.
Only 1 bullet required per zombie.

Medkits:
Heal the player when picked up

Technical requirements:
StatManager Singleton for bullet count, score, hp, etc.
AudioManager script and GameObject for sound effects.
Spritesheets for every object

Sprites to draw:

Objects:
Player idle
Player walk 1
Player walk 2
Zombie walk 1
Zombie walk 2
Zombie dead
Bullet
Crate
Crate(broken)
Ammo pickup
Medkit pickup
Key pickup

Environments:
Door closed
Door opened
Escape truck
Sandbags tileset
Ground tileset

Sound effects:
Shoot
Player hit
Crate break

Ammo pickup
Medkit pickup
Key pickup
Gate opening
Car starting