☢Hazard Sweep☢\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*Save a quarantined city from a mutant infection by any means necessary*

I pull myself from the wreckage of the copter and struggle to determine where in the city we’ve crashed. I am the only surviving member of my team, but there is no time to wait for backup. My assignment is to eliminate the viral outbreak in this quarantine. I have been given authority to determine the best course of action; I can attempt to disperse the antidote into the air, I can prepare a bomb to obliterate the city, or I can eliminate each and every mutant myself. One of the infected spots me and begins to howl. It’s time to act.

Features:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* Movement
  + Left, Right, Up, Down, Jumping
  + Side scrolling
  + 3D Space
* UI
  + Menu System
    - Pausing
    - Menu Screens, Buttons
    - Score\Stats
  + Title & Splash Screen
  + Generated map based on areas explored
* Map
  + Layout is randomized on each running of the game
  + Locations:
    - Map: Empty Lot (higher enemy spawn probability)
    - Map: Apartments (higher likelihood of survivors)
    - Map: Church (may host objectives; higher likelihood of survivors, supplies)
    - Map: Offices (may host objectives)
    - Map: Science Lab (may host objectives)
    - Map: Grocery Store (higher likelihood of health supplies)
    - Map: Hospital (higher likelihood of health supplies; may host escape route)
    - Map: Police Station (higher likelihood of ammunition; higher likelihood of dog enemies; may host escape route)
    - Map: Subway (may host objectives; higher likelihood of more difficult enemies)
    - Map: Bank (may host objectives)
    - Map: School (may host objectives)
    - Map: Hotel (may host objectives)
* Environment
  + Applied randomly
  + Effects
    - (Interior): Lights flicker on and off (player has difficulty seeing)
    - (Interior): Flooded room (movement speed reduced)
    - (Exterior): Haze (player has difficulty seeing)
* Objectives
  + Vary depending on maps that are available
  + Objectives
    - Locate scientist; find and disperse mutagen cure
    - Obtain all research documents and compounds pertaining to mutagen
    - Obtain all documents and evidence of bioterrorism
    - Find and escort all survivors to helipad
    - Assemble and arm underground bomb
    - Eliminate all mutant enemies
* Enemies
  + Enemy types are randomized for each map
  + Types:
    - Normal human mutant (moderate speed, health, & damage)
    - Fast human mutants (high speed, moderate health & damage)
    - Large human mutants (low speed, high health & damage)
    - Dog mutants (high speed & damage, moderate health)
    - Projectile human mutant (same as normal human mutant, but can attack from distance)
* Weapons
  + Spawn randomly
  + Types:
    - Pistol (single shot, moderate damage, moderate speed)
    - Shotgun (spread shot, low speed, damage depends on distance)
    - Assault Rifle (fully automatic, moderate damage, high speed)
    - Knife (high damage, low range)
* Supplies
  + Spawn randomly
  + Types:
    - Pistol Ammunition
    - Shotgun Ammunition
    - Assault Rifle Ammunition
    - Small Health Kit (restores some health; spawns moderately)
    - Large Health Kit (restores all health; spawns rarely)
    - Body Armor (adds extra health; spawns rarely)

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