**Game Concept**

**Storyline**

1. Top down 2.5D game
2. Shooting Survival game – Highscore game with detailed statistics
3. Different weapons
   1. Pistol - simple pistol, advanced pistol with multiple heads
   2. Traps
   3. Bombs – AOE explosion effect
   4. Can place barrels around to block out zombies
   5. Build Automatic shooters
4. Different monsters, bosses
5. Multiplayer? 2 players
6. Map variation – graphical

Roles

Engine

1. Engine Update -> 6 system update

Main Function (Entry Point)

Opengl

1. Vertex Array Object
2. Vertex Buffer
3. Shader
4. Index Buffer
5. Texture
6. Renderer