Design Book of A11

1. Theme: Minecraft
2. Level 1: Overworld
   1. Win condition:
      1. Defeat the zombie
      2. Activate the nether gate
      3. Hit the nether gate
   2. Lose condition:
      1. Hit the wall
      2. Defeated by zombie
   3. Special Design:
      1. Players have to gather the tool in the map to make sure they have a higher Attack than the zombie before fighting them. If player have the same or less Attack than the zombie they will lose.