Dialogue List

Random NPC’s.

Merchants Armor, Weapon, Mechanist.(Buy, Sell, insufficient money, enter, exit)

Prologue text.

Menus (Start, Game Over, Options)

Skill menu.

Items: Abilities, Equipment, inventory.

Act 1:

Mine – Tutorial, wild animals driven up the mine shaft, single zombie at bottom, goal kill wolves and find the zombie. Popups-soon a game starts quest, movement, combat, damage heal/steam works, level up (1point, skill trees), given Backpack as reward adv. combat (acquired skills.).

The General.

Lumberjack NPC.

Act 2:

The General.

Act 3:

The Exile.

The General.