

By Bill Sun and Umair Malik

#\$w@g Productions Inc.



Goals of the Game



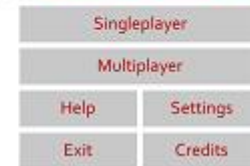
- This is a survival game. There is no end to the game
- There can be infinite levels. Each level will be harder than the previous one
- The players must shoot and kill the enemies (zombies and exploding creepers) to pass each level
- There is friendly fire!
- Blood packs can be collected to restore player health
- Kill time and have fun!



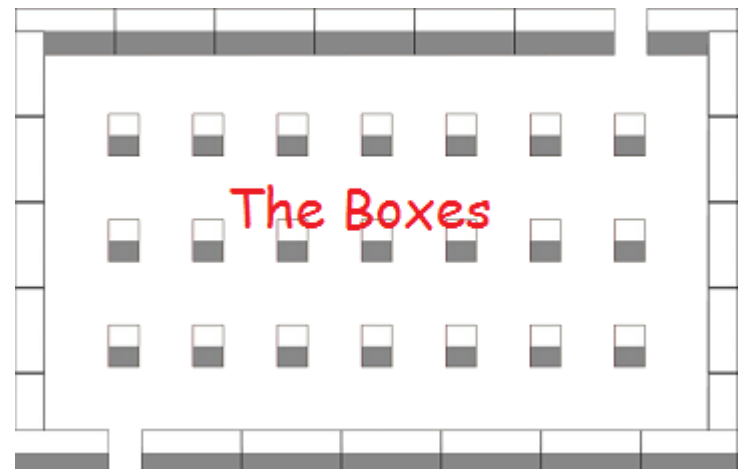
Features of the Game



- Well-organized menu pages
- Sound effects
- Multiplayer option
- A selection of maps with different wall formations
- A selection of characters
- Infinite levels



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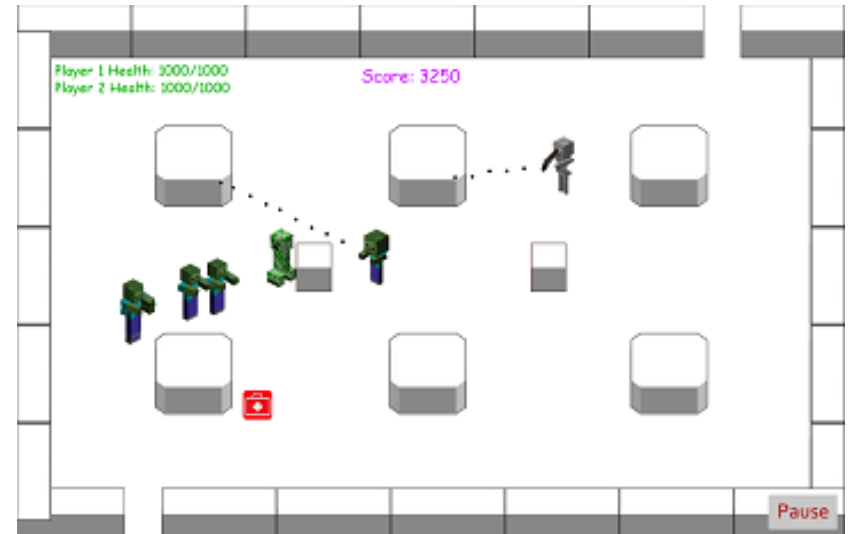




New Features to be Added



- More weapons
- Weapon upgrades
- Record high scores
- Animated characters
- Fake walls and barriers
- Resurrection of players
- New types of enemies (e.g. shooting skeletons)





Marketing Strategies



- The game is endless, which allows the players to keep playing to achieve higher scores
- Player resurrection and health packs will keep them in game for a longer time
- The selection of maps and characters gives the players more style and choice



BILL SUN SPECIAL

Thank you and enjoy the game!