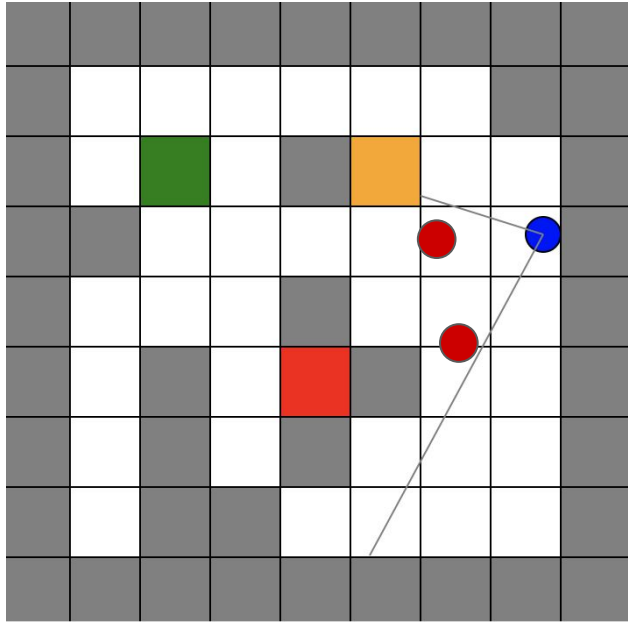


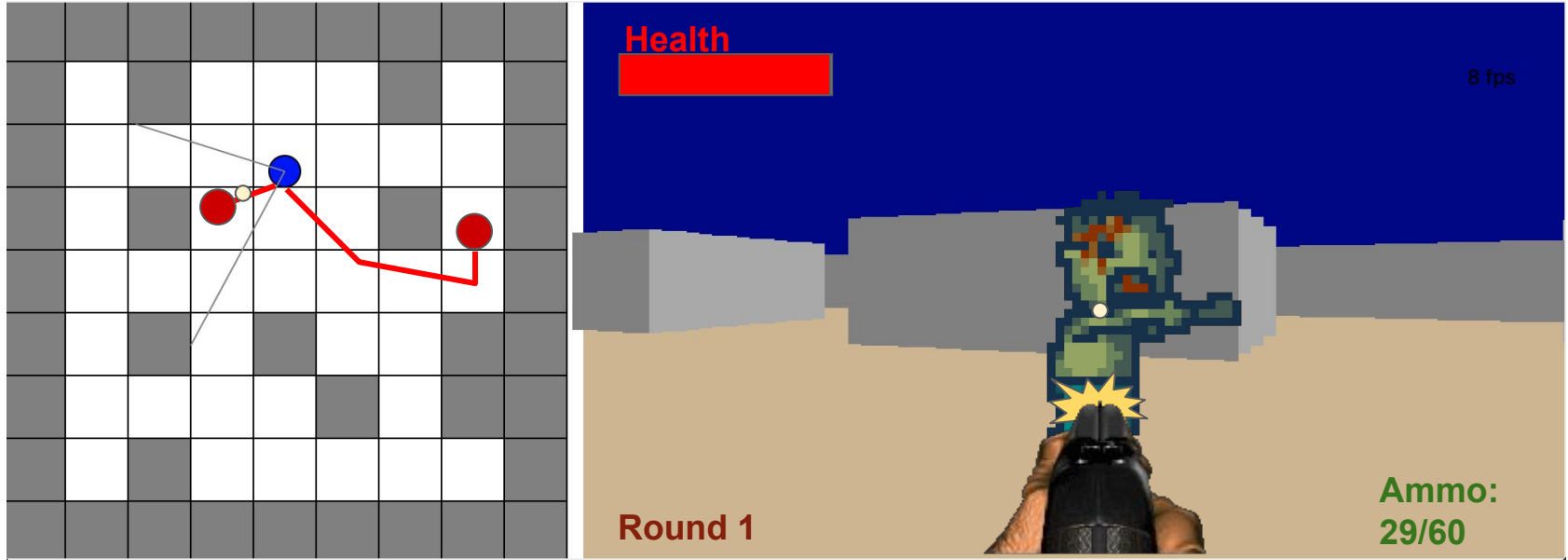
Start screen, background subject to change. Source: <https://i.ytimg.com/vi/HNqhXaQF2Kg/maxresdefault.jpg>



Main game screen, will have minimap and visuals, player is marked on minimap with blue dot, zombies marked with red dot

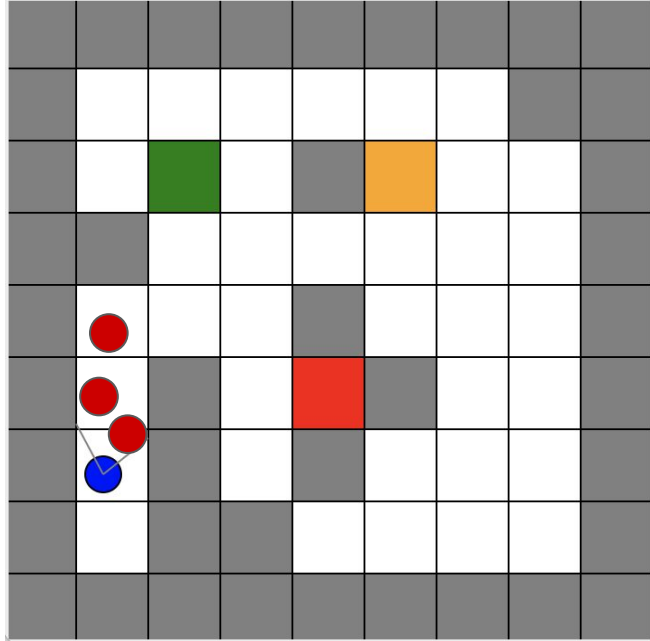
Zombie sprite: <https://i.pinimg.com/originals/2a/99/a8/2a99a878e17b7527ea1f72b7730c6be9.gif>

Gun sprite: <https://www.realm667.com/images/content/repository/armory/TacticalShotgun.png>

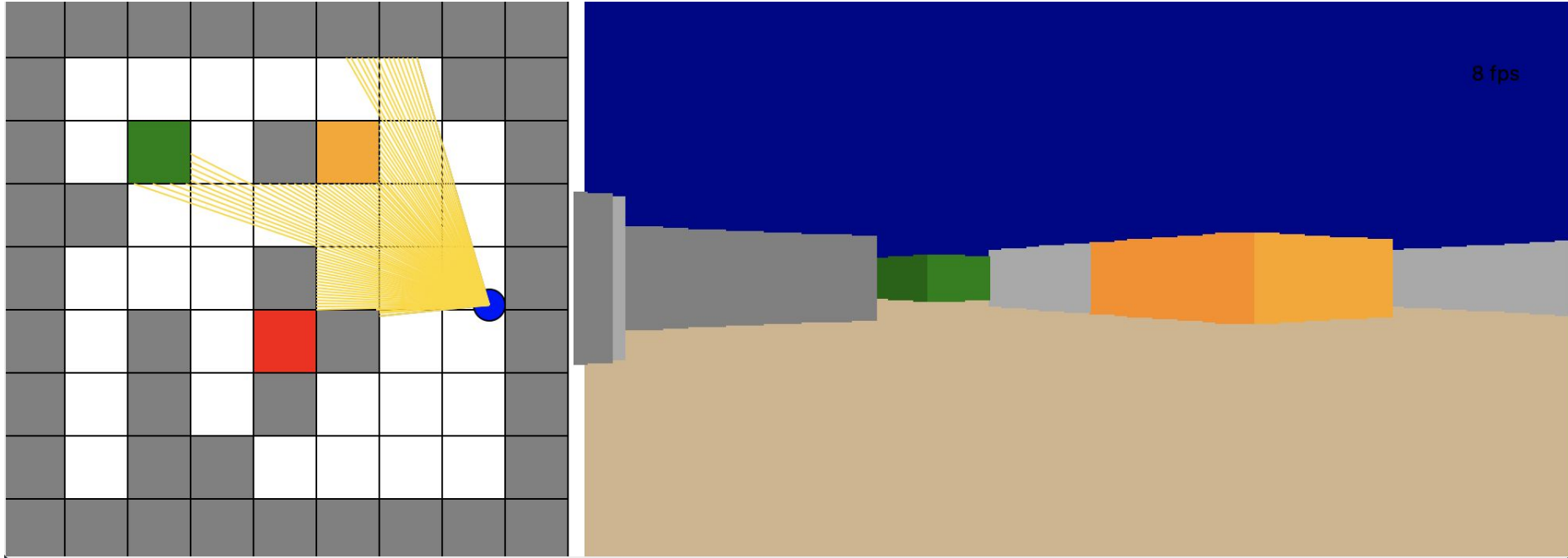


Players will shoot zombies to progress and continue to the next round

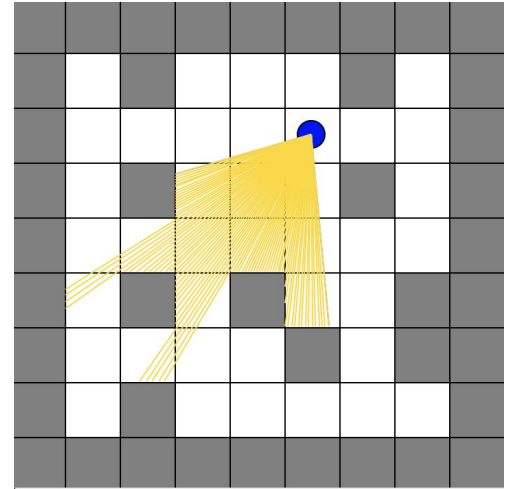
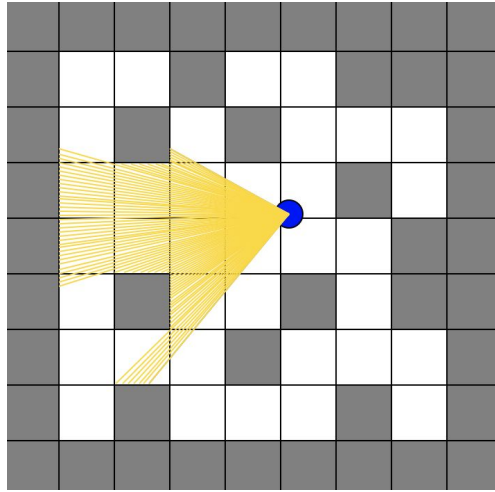
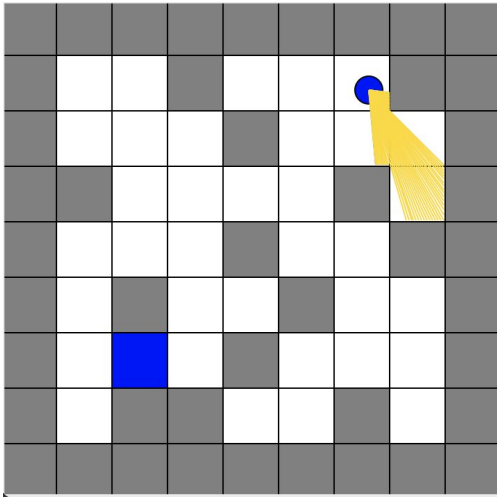
Also note zombies will have pathfinding ai visualized in red



If zombies hit the player, the player will lose health and if they run out of health they will have game over screen



Visualization of raytracing, draws a number of lines from player location and distance to next collision is used to determine the height of the wall it corresponds to.



Map to be randomly generated, colored tiles will be placed randomly to be powerups for the player