## Minimal Viable Product (MVP)

The **Minimal Viable Product (MVP)** will contain:
- 1 simple level with:
    - A bench-tile
        - Items / Zombies / Weapons can be placed here
    - An operating table
        - Zombies can be placed here
    - Timed Enemy Spawn points
- 1 enemy (Zombie) with basic mechanics:
    - Chase closest player
    - Kill player
    - Faint (When hit by weapon)
- 4 players with the following mechanics:
    - Pick up / Put down (Item, Weapon, zombie etc)
    - "Weapons mode"
        - Swing weapon
        - Aim weapon
    - Movement
    - Death
    - Respawn
- One weapon type (Baseball Bat)
- A zombie vaccine item
    - Cure zombie
- Placeholder graphics for everything above.