In separate Tutorial boxes, from 01 to 08 with “checked box” - as follows:

Pr\_Box\_01

Unique Level Assets: Music Fan Flat

Pr\_Box\_02

Unique Level Assets: Gamer Flat

Pr\_Box\_03

Setting 2: Supermarket

Pr\_Box\_04

Slow Floor Tiles: Broken Glass (Pic.)

Pr\_Box\_05

3 Additional Trapped Survivors (Pic.Hind; Pic.Katze, Pic.Oma)

Pr\_Box\_06

Power up 2: Alarm (Pic.)

Pr\_Box\_07

Power Up 3: Super Awesome Antidote (Pic.)

Pr\_Box\_08

Additional Opponent: The Hunter Zombie (Pic.)

Pr\_Box\_09

Goals for Gold Master:

* Menu polish
* GUI polish
* Balancing
* 2 more Levels
* Extra SFX
* 2 additional Trapped Survivors