Title:

Zombie Hunter

## Genre

Zombie Hunter will be a top-down shooter

## Market Research

## Game Overview

## Core Objective

## Expected Experience:

## Gameplay Theme

## Game Structure

## Features Implemented (highlight the distinctive features)

## Player Mechanics

**Game environment**

Sketch and describe the GUI

Sketch each level / environment

Describe the scene and the objects on it

Describe play sequence of the intended gameplay including the interactions between objects and player and its consequences

**Implementation**

Highlight the design patterns implemented in the game