

# Dead City Chronicles

## Game Overview/Theme

In "Dead City Chronicles," the world has changed. What was once a bustling city is now a quiet, dangerous labyrinth. Where lively streets once stood, now there are only the sounds of shuffling zombies and hidden dangers waiting for the unwary.

## Main Character

The protagonist is a survivor whose name is chosen by the player. They carry a gun, visible only in animations, and have a vaccine that can cure the infected. This character is on a mission to navigate and survive the challenges of the city.

## Environment/Setting

Set within a once-bustling city, the game unfolds on the streets and alleys. As players navigate, the urban backdrop provides both a rich context and unique challenges, making each journey memorable.

## Enemies

**Zombies:** The city is infested with various kinds of zombies. Some are more dangerous than others, but all of them pose a threat. They chase and attack the main character, reducing health with each encounter.

**Traps:** Apart from zombies, the city has numerous traps that can harm the character. These hidden dangers can be just as deadly as the zombies themselves.

## Rewards

### Regular Rewards:

- Across the city, players can find and collect health-boosting cells to reinforce their health bar. In order to finish the game the player has to collect all the keys to escape the city.
- A word of caution: stepping on traps or engaging with zombies without the vaccine's shield will result in a health deduction.

### Bonus Rewards:

- Beyond survival, players have an opportunity to cure zombies, earning them valuable bonus points adding to their score.
- Achievements don't go unnoticed – the leaderboard prominently features those with top scores.
- The game has different difficulty levels to match your skills and your rewards vary accordingly.

## Barriers

**Structures and Cars:** The city is dotted with abandoned buildings and leftover cars that block and challenge players' paths, requiring strategy to navigate around.

**Trees and Bushes:** Overgrown trees and bushes act as natural obstructions, making some areas hard to pass through.