Game Project

Mario level system  
Box head/age of zombies/pokemon/tower defense hybrid/plantsvszombies

Die – get killed, then restart level

Overworld – different departments – path through uni

Twist in the end? Run away style game

Initial launch of game:

1. Splash screen + loading bar
2. Menu
3. Wake up since zombie incident (inspired by portal)
4. Nth level
5. Aquire new gadget sometimes
6. Level screen
7. Repeat 4, 5.
8. “incident” occurs
9. Change of game play – run away

Programmatically:

1. Design & implement one sandbox level
2. Do “gadgets”, medkits, ammo, etc.

Form factors for sprites  
Begin implementing level builder – decide an “alphabet” or find an actual level builder/Research how it is done.

Environments

Chemistry lab destroyed  
Physics lab fucked  
exterior moudly