**Scene 1**

**“First Floor”**

All players start inside a building, in the first floor, surrounding by doors and windows, the zombies start to spawn from the doors and windows one by one in a determined time. There is an elevator that will get the players out of this mess, one of the player need to press the elevator’s button and both must wait for the elevator to arrive. The elevator is in the highest floor and will take 1min to arrive. The players have to survive until the elevator arrives. When the elevator arrives, some zombies are inside it and they have to be killed before the players enter in it.

**Scene 2**

**“The Elevator”**

Inside the elevator, the players figured out why the elevator was taking so long to arrive: the elevator is broken and it is stopping in each floor, so the players need to kill all the enemies until the 10th floor. They need to arrive in the 10th floor because there is a radio station which they can use to call for help via broadcast (by some reason, all the cellphones, internet and computers stopped to work). A number of enemies spawn in each floor and they are blocking the doors of the elevator, so the players must kill each group of zombies in each floor to proceed.

**Inspiration (45:50 - 46:45):** <https://www.youtube.com/watch?v=Iif-xSOkC2Y>

**Scene 3**

**“Running on the Streets”**

In the radio station, a scientist, which was listening to the broadcast radio line answers it, he talks to the players and said this is an infection caused by a side effect of the new chocolate Zonka, which was making people to lose weight without losing the good taste. The scientist give detailed instructions to the players to collect a number of ingredients (10?) and a number of parts to build the machine (5?) that will spread the cure to the infection. Now, the players have to go downstairs the building using the emergency stairs (the emergency stairs are free of enemies, this is just a way to put the player in another scene without the need of play the way through there, so the scene will just be loaded after the conversation with the scientist).

The players now are on the street. The streets are spawning enemies from every corner (the spawn is limited, not infinity). The players have to clean the path and collect all the ingredients and all the machine parts. After collect each ingredient and machine part they are trapped by the enemies and have to run into a sewer to run away from the enemies.

**Scene 4**

**“The Sewer”**

When the players jump into the sewer, one of them injured his leg. Lots of zombies appear from one side of the sewer. Now, one player has to drag the other player while the other player shoots the enemies (in this case one player will control only the input of the movements and the other will control only the input of the gun).

When the players arrive in the end of this scene they escape from the sewer and arrive in the scientist place.

Note: this scene has a clearly multiplayer limitation, in the single player mode the player can just walk into the sewer and shoot all the enemies until arrive in the end of the sewer.

**Inspiration:** DAWN OF THE DEAD – SEWER - <https://www.youtube.com/watch?v=seHXpKRpGLQ>