**Competitive Analysis**

My concept is very similar to Plants vs. Zombies. The main feature is that the user stays behind walls and shoots approaching enemies. However, I want to expand it further than that in order to include some sort of horror factor into the game since there is absolutely nothing scary about Plants vs. Zombies. The user will spawn with a gun and be given time to build a barricade before the monsters will come out. Once they are all dead and the wave is over, the player can go out and find the necessary items needed for survival, but he has to keep in mind that the alarm, or the monsters, will come back out at a random time. This adds an intensity factor into the game. Many games I’ve played incorporates this survival factor into their games. They usually send off enemies in waves with each wave getting harder and harder. Call of Duty Modern Warfare 3 has mode that I really enjoyed, so that I can always go back and see if I can survive for more waves. As the enemies get harder, the user has to constantly find more and more gold, ammo, and potions. However, since I cannot possibly incorporate a first-person shooter, I will give the user a more two-dimensional, top-down view of the map, very similar to Plants vs. Zombies, Pokémon, Ao Oni, and many other old-school style games.