**Start Screen**

* Settings Panel
  + Graphis Settings
  + Sound Settings
* Load Game
  + World Generation Script still needs to generate structures. (Port Code)
* Artwork
  + Need one large pic to use as a Start Screen

**Cut Scene**

* Main Story with ART
  + Need to create story and dialogue still

**Main Game**

* Save Game Feature
  + Map
  + Basic data – Day, Food, Wood, …
  + Players
  + Zombies
* Items – Player should be able to have items
  + Boots, Binoculars,
* Main Menu (ESC)
  + Settings
    - Graphics
    - Sound
    - Controls
  + Objectives
  + Units - Should be able to scroll through you players and see everyone’s health and such, how many kills.
  + Game
    - Save Load
* Music and Sounds
* Objectives and story with tips
  + OB1 – After you kill the first zombie the objective to Kill \_ zombies should pop up. This will keep going first, kill 5 zombies, then 20, then 100, and such.
  + OB2 – Recircuit Survivors will work the same way.
  + The end goal will be to build a base so that the citizens can live. It must have:
    - Walls,
    - A Maxed out living quarters
    - Medical facilities,
    - Farm Plots to support everyone
    - A certain number of survivors,
    - And lastly a town hall.
* Zombies should spawn at graveyards.
* Units should have both sexes represented and have names to reflect that.

**End Scene**

* More art with a cut scene.