**Gameplay**

Zombie Dash players will be able to enjoy a freemium model game by either choosing to play in a single player game mode by themselves or with others in a multiplayer game mode. Gameplay will be 2D based and will revolve around the survival genre. Players will be placed randomly into a map, with randomly generated zombies and loot which includes weapons and ammo. Players will need to navigate the map to find the evacuation point while avoiding being killed by the zombies. When a zombie interacts with a player, players will begin to lose health. A player can use a med-kit to replenish health, or they can slowly regain health over time.Weapons are used for players to defend themselves from zombies, however ammo is limited and must be searched for throughout the map.

**Singleplayer/Multiplayer**

In a singleplayer game players will be playing by themselves, as such the number of zombies and loot will scale accordingly. In a multiplayer game the zombies and loot scale according to the number of players. In a multiplayer game, players will vote for the map, the map with the majority of votes will be chosen for the game. In the case of a tie, the map will be chosen randomly between the two. Players will have the option to complete side objectives to gain additional loot and experience points, as well as allow players to revive fallen teammates.

**Character Customization**

Players will be able to choose a 2d character sprite to play as. These character sprites can either be unlocked through playing and gaining experience points. As well as buying exclusive character sprites from the in game store.

**Micro Transactions**

The Zombie Dash in-game store will allow players to purchase character sprites, as well as test their luck with a loot box which will grant them a randomly selected item from the shop. The shop will also contain additional items such as new maps and limited time items for special events and holidays. Players will also be able to buy a battle bass for the season which will allow them to gain experience points towards rewards for that season. Most items in the shop are purchasable using actual currency, however certain items can be purchased using in-game currency such as energy refills and non-limited time items.

**Testable Predictions**

By the completion of our 2nd release...

* Zombies will randomly generate throughout the map.
* Zombies will have an AI which will begin to follow players within a certain radius.
* Zombies will damage players they interact with.
* Players will be able to move their characters throughout the map in all 4 directions.
* Players will be able to attack zombies using their weapons.
* Zombies and Players will take damage accordingly.
* Loot will randomly generate throughout the map.
* Players will be able to purchase new characters to play as from the shop.
* Players will be able to vote for the map in a multiplayer game.
* Players will be able to use both real and in-game currency to purchase items from the shop.
* Game will end when the player (single player) or all players (multiplayer) reach the evacuation point.
* Players will be able to complete side objectives to gain additional loot and experience, as well as revive fallen teammates.