**Game Design Proposal**

**Game Name: The zombie village**

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**Story:** The items that have been lost have disappeared for many years. No one knows what that item is. How precious is it?  
 A man has been sent to complete a quest to find missing items. In the village, a maze filled with zombies. It has become a deserted village. No one dared get in the village. He was the only one who could break through the hordes of zombies. He wants to get out of a city full of zombies and A man must to find all items for to complete the mission.

**Core Gameplay Mechanic :**

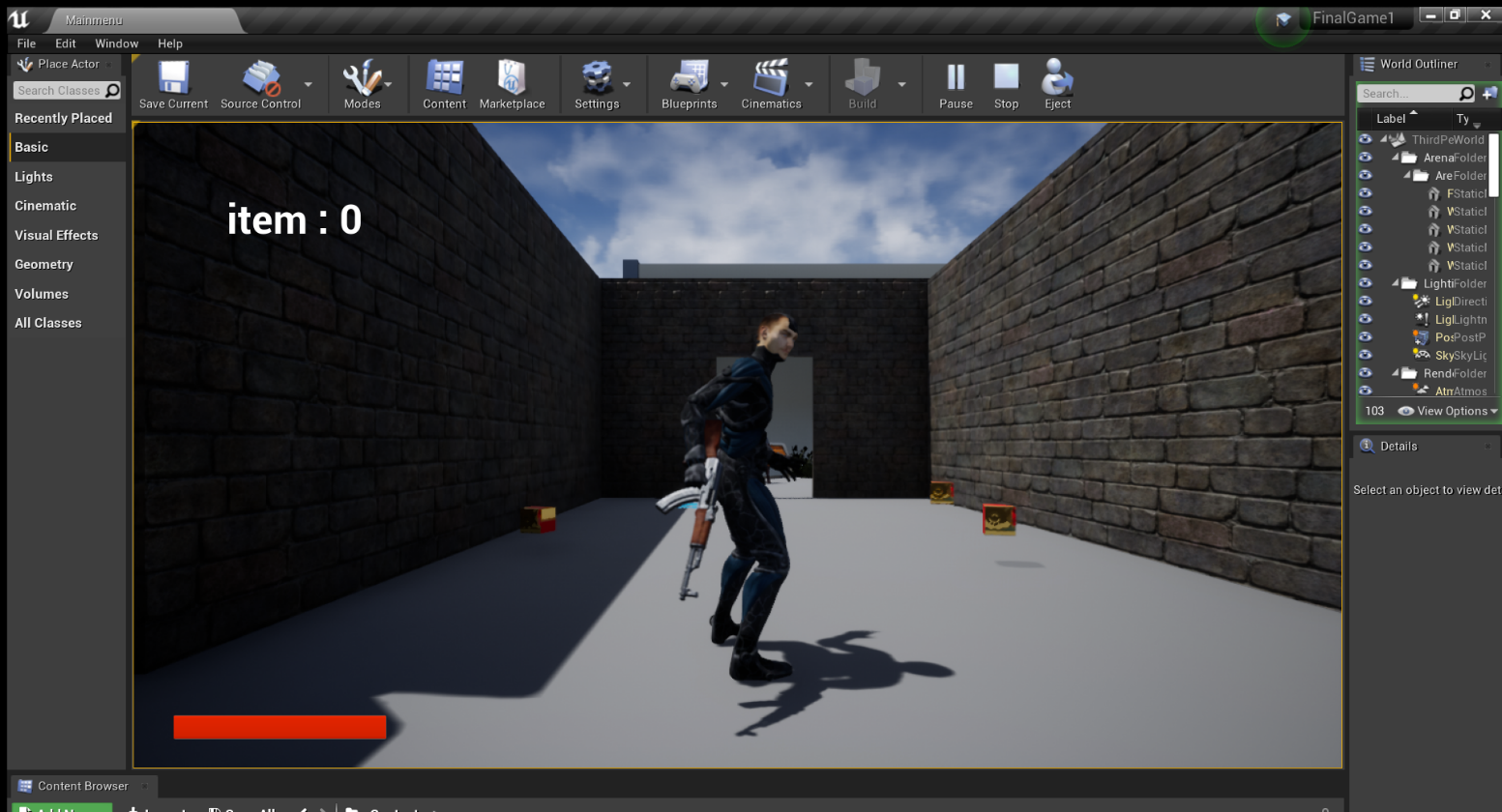
When this game start, a player will be spawned in the map. In the map, zombie will be spawn in map and will try to attack the player whenever they see. The player will die immediately when they are attacked by zombie but zombies must attack five hits to player for die. The player has a gun. It can shoot zombies down in two shots. And player must find some items to complete the mission, if player find all items player will be win in game

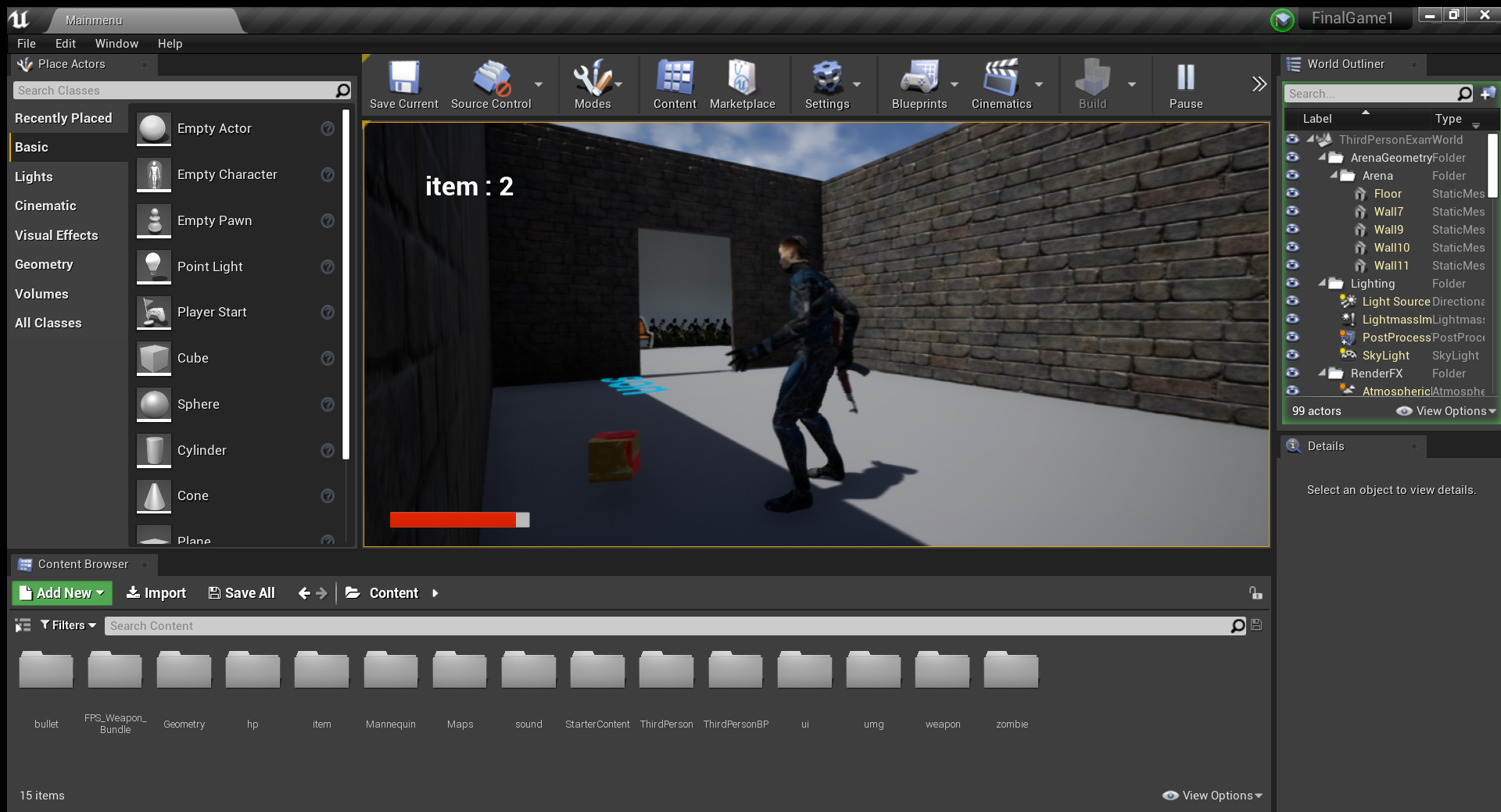
**Advance Game Features:** -hp bar : hp bar can tells the character’s health.  
 -item : cam store items, if all 3 ticks will win  
 - zombie : zombie can follow a character if zombie see it.

**List of Game Assets Required:**  
 -zombie mesh   
 -gun mesh   
 -bullet mesh   
 -player mesh

**Screenshot**

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