**Introduction**

**Player**: A private security company worker.

**Enemy:** Robot zombies.

**Weapons**: Game has 3 types of weapon which are the automatic rifle, pistol and knife.

**Description**

**Story**

Player has given multiple weapons to defeat the robot zombies which are created by the company that player belongs. Purpose of the company is the prepare the upcoming zombie virus pandemic. Company trains it’s private soldiers by simulating the real-life scenarios. There is a small town that has multiple zombies in it. Objective is to kill all of the zombies in order to win. If soldier lose all of his health points, it is considered a failure.

**Gameplay**

Player can switch between to weapons which are the pistol and the automatic rifle. Knife can be used all times. Zombies detect the player if the player is close to them. The further away the zombie is, the faster its speed increases. There are two types of zombies. One is the blue zombie robot that has low health point. Other one is the red and bigger zombie which has high health point. Both automatic rifle and pistol need to be reloaded after all the bullets shot in the magazine. There are explosive barrels in the scene which can kill the blue robot zombies instantly but cannot kill the red robot zombies. If player wants to kill red robot zombies by using explosive barrels, he at least needs 3 barrels exploded next to them.

**Zombies**

Both red and blue robot zombies are created by the company in order to train their soldiers. They have similar behaviors but different health points. Red robot zombies are taller and bigger than the blue robot zombies. They follow the player and attack if the distance is enough to attack. Both zombies’ damages are equal.

**Player**

Player can jump, run and use different kind of weapons. Can inspect weapons holster and switch between them. Player has 100 health points and should keep it higher than 0 in order to continue the mission.