

## Plan Description

Our grid based game will take place in a post apocalyptic world, where zombies have taken over. Zombie themed enemies will randomly generate on multiple cells, some with the ability to move. The in-game rewards will be visualized as medical kits and the bonus rewards as a gun which will be highlighted to create more distinction between regular and bonus rewards. The main character (player) will spawn at a random corner on the map and they must collect all the regular rewards before reaching the exit in order to win. Once all the (regular) rewards have been collected, an exit will appear in the top right corner of the screen to which the player must enter in order to advance/ finish the game.