1. Cause zombie outbreak to wipeout humanity. Get your revenge on humanity!

2. Infectinator series, Pandemic series

3. Using 3 programmers and unity we will finish this game within 5 weeks.

4. Our target demographic is people who play indie games, zombies, and simulation games.

5. A zombie outbreak happens in a city and as the infection spreads the zombies seem to be evolving.

6. The main character is an outsider (or god) that is the point of view of the player.

7. Civilians and zombies within the city and whatever else we add in.

8. We will have a ground, buildings, characters, and obstacles (cars).

9. Towns and cities filled with smaller people.

10. Include sound, artist, different game modes,

11. Just civilians -> plant zombies -> infection spread -> game over after 0 zombies or 0 civilians

12. Just mouse.

13. New to Unity, lack art skills, lack sound skills, lack attack skills.

14. Week 1 – basic components

Week2 - Basic Behavior

Week3 – Basic Gameplay

Week4-Menu & Bug Fixing

Week5-Polish

Week6-Done

15. Unity, Sibulas