

Feature Outline

Gameplay:

- Health System
 - When the player gets hit by an enemy, the player loses health which is displayed on the screen.
- Money System
 - When the player kills a zombie in single player or multi-player they gain money that will be displayed on the screen.
- Ammo System
 - When the player shoots the equipped gun, ammo is used and lost. Ammo count is displayed on the screen.
- Multiplayer player recognition
 - Shows the players name over the player model in a multi-player game.
- Customizable Equipment
 - The player chooses the equipment they want to use in a single player or multiplayer game.
- Game progression
 - As the player progresses in a single player game, more levels are unlocked to select and play at any time.
- Upgradable equipment and weapons
 - The player is able to purchase weapons and equipment upgrades.
- Frame rate
 - The game will run at a reasonable frame rate that keeps the game playable at all times without any lag.

Game Modes:

- Single Player Game
 - The player can play the game by him self
- Multi-player Game.
 - The player can play the game with other players online through the internet
- Multiple game levels.
 - The player will have multiple game levels to choose from for both single player and multi-player games.
- Multi-player game settings
 - The player in charge of the game server can choose the map and change other game altering settings.

Servers and multi-player lobbies:

- Multi-player servers
 - The player can join or create a multi-player game to play with other players over the internet.
- Chatting
 - The player can chat to other players through the chat window in the game lobby.

Accounts:

- Logging into an account
 - The player logs into his account so that his game data, scores and status are saved to the database.
- Creating an account
 - The user creates an account to keep all the game data saved on the database.
- Account passwords
 - Account passwords will be used to make sure that no other user can log onto another username without the correct password.