Game concept

# The concept of our game is a tower defence game set in a post-apocalyptic era where brain dead mutants more or less rule the world and the human population is dwindling by the years that go by. You as the main character have to set up defences to get ready for the oncoming onslaught.

# Your main goal is to kill mutants, create and place traps, scavenge items to help with other

# Since you are an excelling engineering student who just graduated you have the basic and the advanced knowledge on technology and anything mechanical and you happened to also be very good with cars so the basis of making traps and mechanisms is second nature to you.

# The mutants will come in waves and will come in many variants and this will test your combat knowledge and skills…. your survival is key on that knowledge so you only have one thing on your mind…. Survive.