Main game context (Story)

The plot/story of my game is about a lone survivor who is isolated by fences and is stored into a house and his main objective is to survive an onslaught of ravaging mutants and find a cure. The world is set into a post-apocalyptic era where a highly radioactive explosion plagued all of Texas and the rest of America. It took a few years but the fallout finally calmed down but unfortunately 80 percent of Americans are dead or has been gruesomely mutated into mindless mutants. The main protagonist is a 25 year old male name Logan Birwitch who travelled and settled into Texas for an engineering gig because he had a couple of years in the engineering course and passed it at the age of 21, he had a few jobs in a city named Bradford which is located in the UK and got a job proposal from his friends farther who has shops worldwide. Now in his house in the fields of Texas he is struggling to survive and try find any other survivors to build up and make a cure.