

Virus

Concept Document

V. 1.0

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Game Development Studio 1
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Abstract:

Virus is a 3d Adventure game where the player (you) wakes up lost, floating on a piece of debris in the ocean with nothing in sight but an Island. The player will travel to the Island to uncover its secrets and any clues of how he or she got there. The character must survive the Island and its secrets as well as at night when the Island truly comes to life.

Goal:

The Goal of Virus is to collect pieces of paper that gives clues of where the player must travel next on the Island. Little by little the Island will open up more of itself to the player as the character comes to remember how they got there.

Design Statement:

The reason I wanted to do an adventure game that was much more peaceful at night and then at night have it feel like a totally different animal is that it shows how much of our fears come out at night.

Audience & Context:

My game would be enjoyed by the hardcore adventure gamer who is interested in a game with a story line that develops the player more and more. But it can also be enjoyed by the casual gamer as well they just need to pay more attention to detail to get the full experience out of the game.

Core Gameplay:

Look and Feel:

Game Flow:

Final Gameplay Scenes:

Post Mortem: