

Virus

Concept Document

V. 1.2

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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:

Virus is built off of its uncovering mysteries around the island as well as its survival aspect. This survival gameplay is special scene in the night when the player is trying to survive from its inhabitants.

Look and Feel:



I really enjoy Ark Survivals map breakdown, of course its a larger scale game but being able to recreate something to this degree would be cool.



I think the Forest has some of the best examples of what I mean by “Survival”. This is how I would like my game to look and feel at night.



There is something that is very beautiful or aesthetically pleasing about stranded deeps overall build of its Islands. I would love to create that sense of immersive feel to it all.

Game Flow:

Final Gameplay Scenes:

Post Mortem: