

## **Design**

There are several goals that will be evident in my proposed game. There will be short-term goals consisting of trying to destroy the Plagues that is swarming near the prophet. You must also defend him while maneuvering the prophet to avoid the Plagues at all costs. All of this finally culminates into the long-term goal that will be achieved by completing this game and that goal is to fully eradicate the pursuing Plagues by going through all 15 phases. Obstacles that may prevent the player to reaching all these goals is obviously the Plagues that are swarming the prophet. Another obstacle that can occur is controlling the non-visible character which is the God of the universe. He is the one to provide strictly offense on the Plagues that can absolutely hurt everyone in its path. Therefore, the prophet is still a mortal human being so it is subject to being affected by your attacks. You must also avoid killing the prophet or else that results into failing the game and restarting again to beat it.

You primarily play as the God by using the cursor to move around in the screen. You are able to use your god powers by executing a “Destruction Ball” that expands to its maximum radius and then slowly shrinks into nothing. Any Plague that is within the radius or touches the edge of the ball is destroyed and starts to undergo the same physical affect and properties of your “Destruction Ball”. Therefore, you can cause a chain reaction to destroy multiple enemies in quick succession this way. You must be careful not to get the prophet in the way of the blast radius as well since you can kill him that way. You can also second-handily control the prophet to move around using the WASD keys in the screen. He can move horizontally and vertically on the screen. You are able to move the prophet and attack with the God simultaneously too.

Obstacles that can prevent the player from achieving the goals stated above is obviously to avoid contact by the Plagues and the God's attack. Since the Plagues always spawn at the top half of the screen, the disadvantage the prophet has there is that he can only safely maneuver from the bottom half of the screen. Therefore, his field of movement is quite limited but he is still a bit quick. Although he is still suspect to being heavily cornered since each phase adds 3 more Plagues and there are three types of Plagues that behave differently movement wise represented by their respective colours. The pink type moves normally like in the original Bubble Toy simulator but twice as fast. The purple type has a lot more vertical speed than its horizontal speed. The purplish-blue type is the opposite of the purple type. Lastly, the cyan type randomly exhibits one of the three movement behaviors at intervals of 5 seconds. The first being that it moves diagonally left downwards, the second makes it move diagonally right upwards and the last one only allows it to move right much faster than the previous two. These Plagues are randomly generated, so you always must continuously adapt to what Plagues will appear on the field. One viable tactic is being able to move both the Prophet and attack with the God at the same time. That means you can create set ups to lure the Plagues into one convenient spot to take them out in a group or to use evasive maneuvers to safely engage the plagues with getting the prophet out of harm's way.

The whole story behind this game is where a massive pandemic called the Plagues, which is an abomination of these cell like creatures that kills anything that it touches and it's been raiding the entire world. It's been like that for so long that humanity is getting to the point of extinction. Everyone is dead, except for one survivor

that appears to be the prophet for this God from this universe. As death awaits him, the God then steps out to not only protect to earth's desperate calling but most importantly for the prophet. Since the physically God came out at this moment, it implies that the prophet is something special especially for a human. After eliminating all the Plagues, it is then revealed from the God that the Plagues is not something arbitrary. It only arises if humanity has been degrading and invoking so much chaos for the past ages with no sign of progression or improvement. Since the earth is heavily decimated due to the Plagues destruction, the prophet is regarded as the next and new God of a brand-new universe and time and it states this after you beat the game. Therefore, fiction was majorly associated in this game, especially what you do in the game.