Virus Defense

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Overview

Virus Defense is a tower defense game set inside the human body, on the microscopic level. Players build and upgrade white blood cell towers to attack bodily invaders, collecting DNA to spend on new upgrades. Progressing through multiple levels, players will, in the game's final release, be able to explore new locations inside the body, battle difficult diseases, and make the strategic choices needed to drive back waves of attacks.
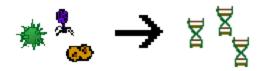
The Story

Congratulations Doctor, you've just been awarded a Nobel Prize for your brilliant new method for visualizing invasive illnesses and bodily defense mechanisms! A normal person might want to kick back and celebrate, but for you the cutting edge of science is never dull. You are the next and last hope to diagnose a diabolical disease in a new patient. Your decisions will simulate responses in the body to varying medications. Find successful strategies, discover the cause of illness, and ultimately cure it!

How to Play

Select a dormant cell to construct the body's white blood cells.

Collect DNA by destroying bodily invaders and spend DNA to upgrade the body's defenses.

Controls (PC Keyboard)

Use the arrow keys (UP/DOWN/LEFT/RIGHT) or the D-PAD of the XBOX controller to highlight a cell. Use SPACE or the 'A' button of the controller to select that cell for upgrade. Once a cell is selected, use the LEFT/RIGHT arrows or directions on the D-PAD to page through possible upgrades (including "cancel") for that cell. Again, use SPACE or the 'A' button to select to purchase an upgrade. Quit with the ESC key or the 'B' button.

Testing Tasks

1. Using the arrow keys (UP/DOWN/LEFT/RIGHT) or the D-PAD should navigate from each dormant cell to the next. Hitting any arrow key from any cell should jump to the cell physically located in that cardinal direction. Please note if any arrow from any cell jumps to a cell other than the one expected.

2. You should not be able to purchase any upgrade for which you do have not collected enough DNA. Check how much DNA you have, then attempt to purchase an upgrade which is listed to cost more DNA than what you have. Please note if the purchase works.

3. Your health should decrease for every spore enemy that makes it through the level. Let some spores through the level, and note if the health doesn't decrease.

4. Use the arrow keys or the D-PAD to navigate the main menu and instructions page. Note if selection doesn't follow your input.

5. Please note if projectiles ever stay on the map too long (after its target is dead). Please note the tower type/position of the projectile's origin.

6. Please note if the slowing towers (use Blue) don't slow the enemies when they are in contact with the blue ooze.

7. Please note if the game keeps running (no screen pops up) or crashes after victory or defeat. Please note health/wave number/ time left in wave.

8. Please note if the displayed numbers on the bottom seem to be inaccurate. Please note expected and displayed values.

Comments