# ViRush

Team composition : Andrici Costina, Moisanu Stefan, Rameder Carol (IIIA2)

Type of game : Single Player PvE in 2D

Game description : We're taking the metaphorical fight against Coronavirus onto the battlefield . The player‘s main goal is to remain uninfected by strategically fighting waves of enemies (viruses, 5G antennas, microchips etc.) on a limmited play area, using different kind of weapons (syringes, disinfectant gel etc. ), abilities (social distancing, immunity) and resources (fences, facemasks, ammunition, HP) .

Core gameplay : A sprite which moves, dodges, shoots, builds

Similar concepts : https://play.google.com/store/apps/details?id=com.rebelbinary.onlyone&hl=en&gl=US