# ViRush

Week 1

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>

Week 2

Chosen IDE : Unity

What we have done :

We created a rectangular 2D-Tilemap for the map that is composed of 2 elements:

- middle rectangular: play area where the player can move freely

- out\_of\_play area: a border of spikes around the play area that keeps the player in

There is a player sprite that can move in 4 directions, which can attack by pressing the mouse .

We have taken the elements from the Unity Asset Store for map tiles and player movement animation .

To be done :

* create our own character's and weapons' design
* create the enemies that move fixed path
* implement interaction between enemies and player: attacks deal damage

