I want to make a game with an ambulance and people. The ambulance has several patients in it. Each patient in that vehicle

You are a person who can give up to three of your organs to other people that desparately need them. There are free organs around

Organs that can be donated include the heart, lungs, liver, pancreas, kidneys, and small intestines. Organs are used to save lives by replacing diseased organs with healthy ones.

Lets be unrealistic here

Lets allow the player to donate 5 organs to sick people and pick organs that are floating around

If the player donates his 6th organ, the heart to another player, the game is over and will start the menu

The objective of the game is to save as many lives as you can as well as saving your own life.

This will be a variation on space shooter

