# 1. Overview and Player Objective

*Corrupted* is a classic bubble shooter with a twist. Bubble shooters are generally turn-based and deal with round shapes, and the primary element of skill and challenge comes from the player's need to aim precisely with the bubble cannon. *Corrupted* is built on a grid of square tiles, and the player only aims in one direction—left. This removes one layer of difficulty to make room for several more.

*Corrupted* is set inside the computer of a space freighter, and the player must fight off hostile viruses which are attempting to corrupt and destroy the computer's brain. These viruses are harmful to any tile they touch. The player must balance their simultaneous needs to minimize the spread of corruption, destroy the viruses, and repair corrupted sectors of the grid.

Viruses corrupt and scar the grid. Once a section of the grid has been corrupted, the corruption remains unless eliminated by a repair protocol, which can only be summoned when the player completes certain requirements. If a high percentage (generally 50-75%) of the grid is corrupted by viruses, the player automatically loses.

Every five turns, the grid advances toward the player. Shortly ahead of the player's turret is a barrier. Any tiles remaining in the grid when the grid meets the barrier will be destroyed and corrupted, adding to the player's corruption percentage.

By removing tiles, the player fills up a gauge. After 40 tiles have been removed, they can spawn a Repair Protocol to counteract the effects of the viruses.

# 2. Basic Game Components
❏ Grid of randomly-generated tiles of 4-6 different colors.
❏ Ability to match 3 to destroy tiles. Tiles can be connected directly or diagonally.
❏ Player-controlled turret.
❏ Trajectory beam for the turret.
❏ Basic viruses and Repair Protocol (detailed in next section)

❏ Viral corruption of the grid
❏ Ability to repair sections of the grid that have been corrupted

# 3. Basic Viruses and Repair Protocol

Viruses enter the game at random points on the screen and spread according to their unique behaviors. Only one virus will appear at any given time.

## Burst Virus

*Outbreak*: Infects four random tiles in the center of the screen and changes those four tiles to one random color.

*Spread*: Burst does not spread unless it detonates.

*Behavior*: Tiles infected by Burst will explode after 5 rounds, destroying all tiles within a 1-block radius of the infection. More severe versions of this virus could destroy all tiles within a 2-block radius (destroying a maximum of 36 instead of 16 tiles). The grid is also corrupted within a 1-block radius of the infection.

*Removal*: Burst can be destroyed if hit with a tile of the same color. If Burst is eliminated before it erupts, there is no corruption of the grid.

## Chain Virus

*Outbreak*: Infects a random tile of any color on the edge of the screen.

*Spread*: Upon spawning, Chain automatically spreads to any adjacent tiles of the same color. On every subsequent turn, Chain will attempt to spread in this way. If no adjacent tiles of that exist, Chain will lie dormant for one turn, and then create and spread to a tile of its color. It will continue in this pattern for as long as there are no adjacent tiles of the same color—lying dormant for one turn, then creating and spreading to a tile for the next turn, then lying dormant again, etc.

*Behavior*: The Chain's spawn point is its 'tail', and its other end is the 'head' of the virus. When creating new tiles, the virus spreads from the head. The Chain will attempt to move left (towards the player's turret) and toward the center of the screen. If the head of the Chain encounters an empty section of the grid (an area where tiles have been cleared), it will create a tile on every other turn, attempting to bridge the gap.

*Removal*: Chain can be destroyed if any part of it it is hit with a tile of the same color. However, any tile to which Chain has already spread is corrupted.

## Fuse Virus

*Outbreak*: Infects two tiles on opposite sides of the screen (top and bottom) and changes those tiles to a single random color.

*Spread*: On every turn, the two heads of Fuse will grow inward toward each other and attempt to meet in the center of the screen. Each head can move one tile per turn. Any tile infected by one of the heads will change to that color.

*Behavior*: The two Fuse heads will attempt to take the shortest possible path to meet each other. If an empty section of the grid obstructs their path, the heads will attempt to route around the blank space *or* create new tiles to bridge the gap (one every other turn), whichever distance is shorter. The Fuse virus does not corrupt underlying sections of the grid unless it explodes.

*Removal*: Fuse can be removed if hit with a tile of the same color. However, Fuse can only be eliminated if *both* sections of the virus are destroyed within 5 turns of each other. If only one section of the virus is destroyed, the original edge tile of that section will remain indestructible. That edge tile will go dormant for 5 turns, after which it will continue to grow as usual. If both sides of the Fuse virus are destroyed within 5 turns, the virus is safely removed and does not corrupt underlying grid.

## Repair Protocol

*Outbreak:* Can be spawned by the player. It does not appear otherwise.

*Spread:* It seeks out corrupted areas, moving one tile per turn.

*Behavior:* It can repair one tile of grid space per turn. However, when it repairs a section, it also respawns the tiles over that section, making it more difficult to clear the grid. The Repair Protocol spawns as a random color and tiles it spawns will be of that same color. If there are no corrupted sections of the grid, the Repair Protocol will seek the nearest virus. If there is no corruption and no viruses, the Repair Protocol will lie dormant until a virus spawns.

*Removal*: The player can remove the Repair Protocol by hitting it with a tile of the same color. It can also be destroyed if it collides with a virus. If any virus encounters a Repair Protocol, both are destroyed - but all of the grid sections beneath both the virus and repair protocol are instantly repaired.