Don’t Catch COVID

GamesbyGui

**README**

Game Title and Concept:

**Don’t Catch COVID** came to mind immediately. There is a stark contrast between the reality of the pandemic that has had or continues affecting all of us, and the *colorful* creation of the game. Simply put I decided to precise, players must attempt to avoid catching COVID thus, its name.

Gameplay and Mechanics:

In **Don’t Catch COVID** players may move horizontally as objects fall from above at random. Players are told to catch **FTM** and a clear timer is displayed, indicating there is a time limit.

Players also have limited **Health** as indicated by a health bar above. Catching 3 or more **COVIDs** will end the round and bring the player to an “infected” state, costing them all their earned **FTM**.

Victory is attained when any round ends with 1 or more **FTM** and not “infected”. The aim is to get the highest score in the limited time with limited health.

Basic Requirements:

**Don’t Catch COVID** is a single-player game created in Unity 2D, designed for keyboard and mouse input. The game consists of a 2 second tutorial screen followed by 10 seconds of gameplay. Players are told at the beginning of each round to **avoid catching COVID (loss)** and **collect FTM (win).**

**Don’t Catch COVID** is an original game created by Guilherme S. Carvalho. All artworks and animations are creations of Guilherme S. Carvalho. See Audio Requirements for audio resource information.

Audio Requirements:

Background music played during gameplay and during the tutorial is by *Rizwan Ashraf.*

Win or Loss states of the game is provided by *Vertex Studio*.

Catching **FTM** or **COVIDs** plays two different sound effects by *Dustyrooom*.

Dustyroom:

“DM-CGS-35”

“Dm-CGS-42”

“DM-CGS-45”

Rizwan Ashraf:

“Zephyr”

Vertex Studio:

“With love from Vertex Studio (15)”

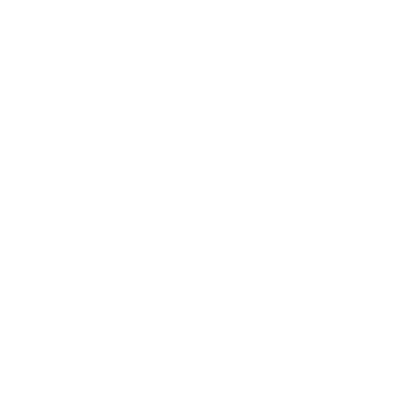
“With love from Vertex Studio (28)”

Visual Requirements:

Background consists of a repeating tiled sprite of the **FTM** icon to give the visual impression of an animated background.

The player sprite is a floating Fantom created by Guilherme S. Carvalho and animated in Unity.

All the falling **FTMs** have a particle effect created by Guilherme S. Carvalho using the **FTM** icon and Unity.

 The **player’s score,** the **game timer**, and the **player’s health** are clearly represented by UI elements in-game.

Below is all visual Artwork used.

