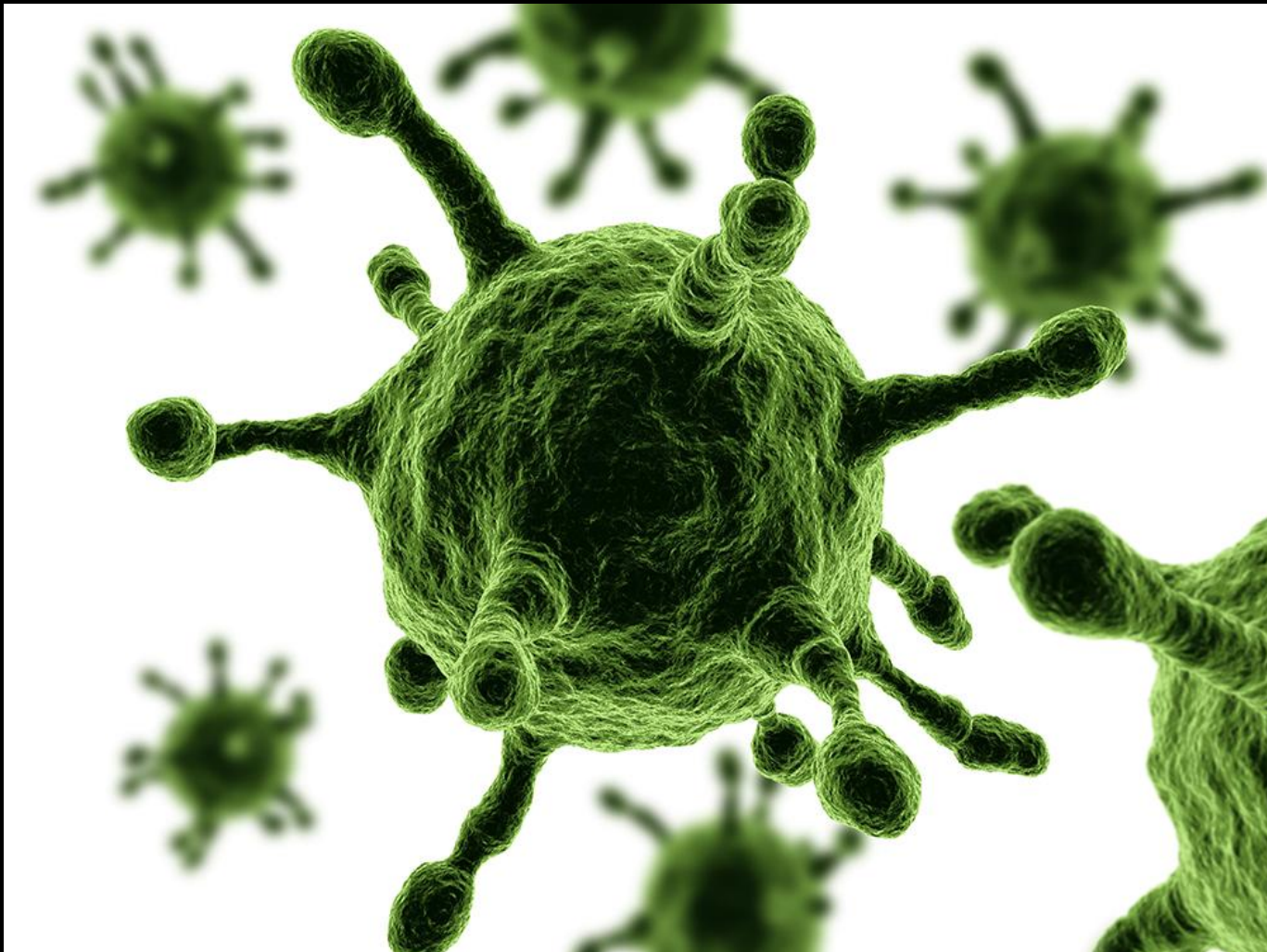


Q&A

denic

game concept

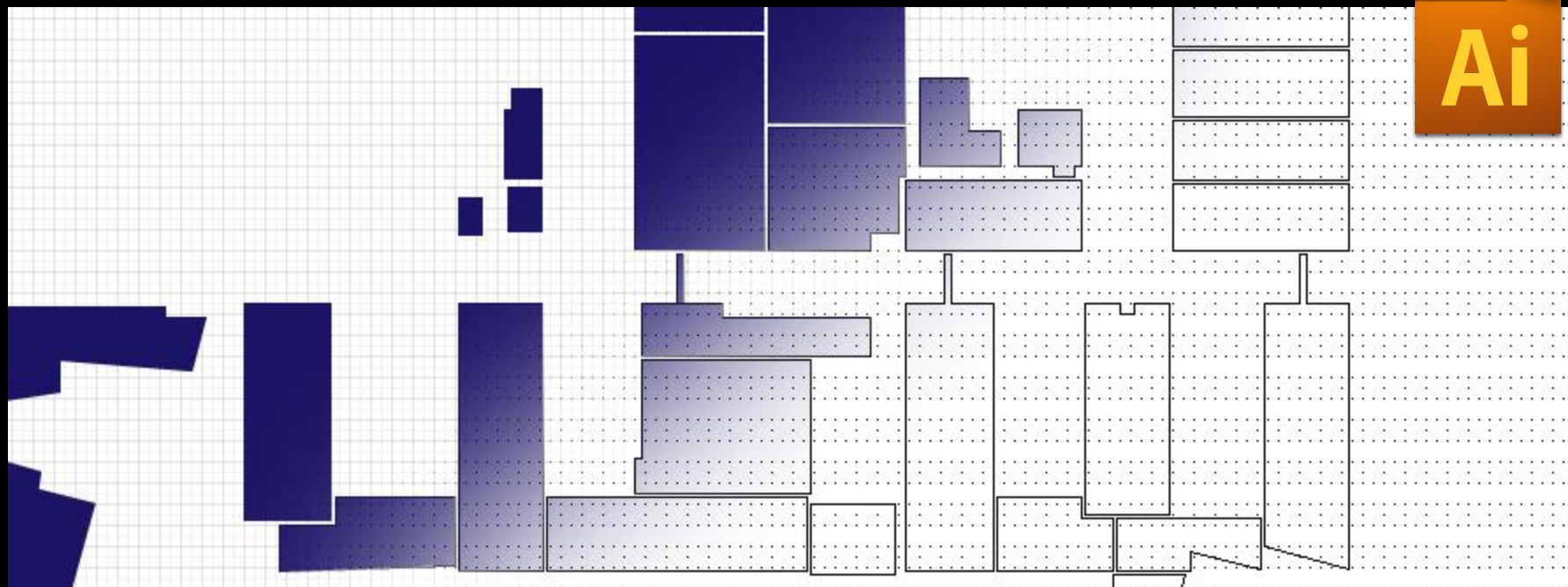




game objectives

KILL
EVERYONE
DESTROY
EVERYTHING

game level design





```
7 <rect x="139" y="285" fill="#1B1464" width="32" height="33"/>
8 <polygon fill="#1B1464" points="171,292 188.5,297 187.75,302 203.875,306 193.938,342 167.969,337 176.
9 <polygon fill="#1B1464" points="212,346 208,364 162,358 166,339" />
10 </g>
11 <g id="A2">
12 <polygon fill="#1B1464" points="172,250 224,250 224,253 235.5,253 231.417,268.5 194,265.5 194,274.5 172,277.833" />
13 </g>
14 <g id="A3">
15 <polygon fill="#1B1464" points="213,346 212,352 227,354 228,349" />
16 <polygon fill="#1B1464" points="229,349 252,352 245,403 222,400" />
17 <polygon fill="#1B1464" points="253,352 251,371 276,375 271,407 295,410 302,359" />
18 <polygon fill="#1B1464" points="303,360 301,378 326,382 321,413 344,417 351,366" />
19 <polygon fill="#1B1464" points="352,367 350,385 374,388 370,420 394,424 400,374" />
20 <polygon fill="#1B1464" points="401,341 419,341 412,364 407,364" />
21 <polygon fill="#1B1464" points="416,366 422,368 439,350 422.833,341.5" />
22 <polygon fill="#1B1464" points="441.667,352.5 450.75,369.167 429.375,377 424,373.167 424,369" />
23 <polygon fill="#1B1464" points="399,399 422,404 415,429 438,435 445.596,404.528 450.763,405.105 453,387 401,374" />
24 <polygon fill="#1B1464" points="405,365 415,365 424,369.813 424,374.5 430.5,381.375 405.167,375.042" />
25 <polygon fill="#1B1464" points="454,387 453,405.834 472,411 464,442 486,447.834 496,408 489,405 490.5,396" />
26 </g>
27 <g id="A4">
28 <rect x="246" y="249" fill="#1B1464" width="25" height="62"/>
```



```
public String toScript() {
    DecimalFormat df = new DecimalFormat("#");

    double area = MathHelper.polygonArea(points_);
    double centroid_x = MathHelper.centroidX(points_, area) - SVGMapParser.X_OFFSET;
    double centroid_y = (MathHelper.centroidY(points_, area) - SVGMapParser.Y_OFFSET) * -1;

    StringBuilder script = new StringBuilder(df.format(id++) + "/" + df.format(centroid_x) + " " + df.format(centroid_y) + ";")

    boolean first = true;
    for (Point point : points_) {
        if (first) {
            first = false;
        } else {
            script.append(" ");
        }

        script.append(df.format(point.x - SVGMapParser.X_OFFSET - centroid_x)).append(" ").append(df.format((point.y - SVGMapPa
    })

    return script.toString();
}
```


6 - Civil III



184

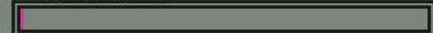
6

0

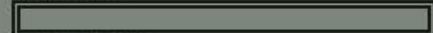
POPULATION DENSITY
HIGH
TEMPERATURE
TEMPERATE
TECH LEVEL
PRIMITIVE

CURE 0

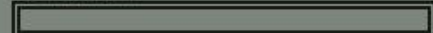
INFECTIVITY



SEVERITY



LETHALITY



DNA

73

MENU



TRANSMISSION

SYMPTOMS

RESISTANCE



Hemorrhagic Shock - 21

Failure of the heart to pump effectively causes oxygen deprivation, loss of consciousness and death.

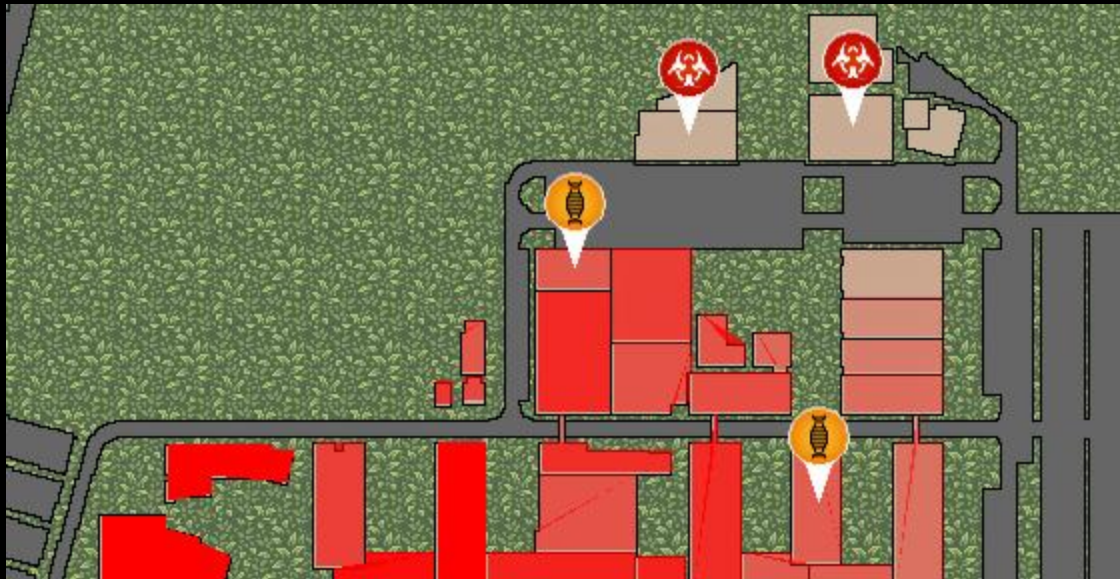
9

BUY

BACK

game mechanics

spread of disease through heuristics

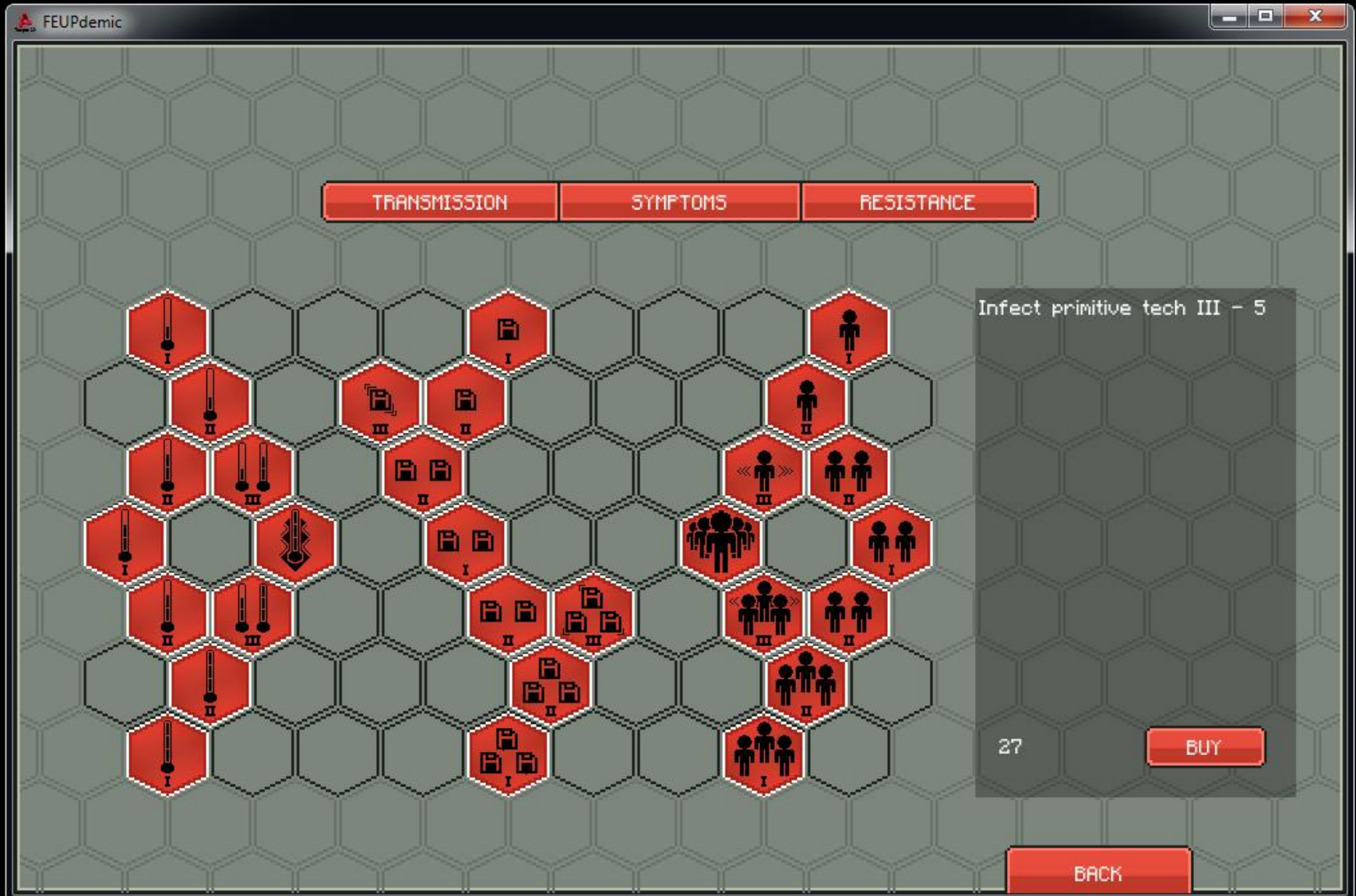


plan the evolution of your virus

TRANSMISSION

SYMPTOMS

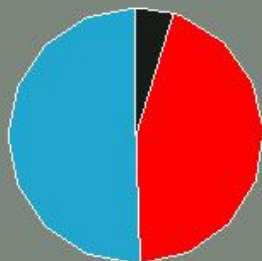
RESISTANCE







B002

 96 85 9

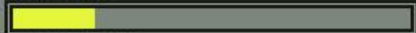
POPULATION DENSITY
HIGH
TEMPERATURE
HOT
TECH LEVEL
MEDIUM

CURE

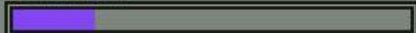
INFECTIVITY



SEVERITY



LETHALITY

 DNA

99

MENU

