

game concept

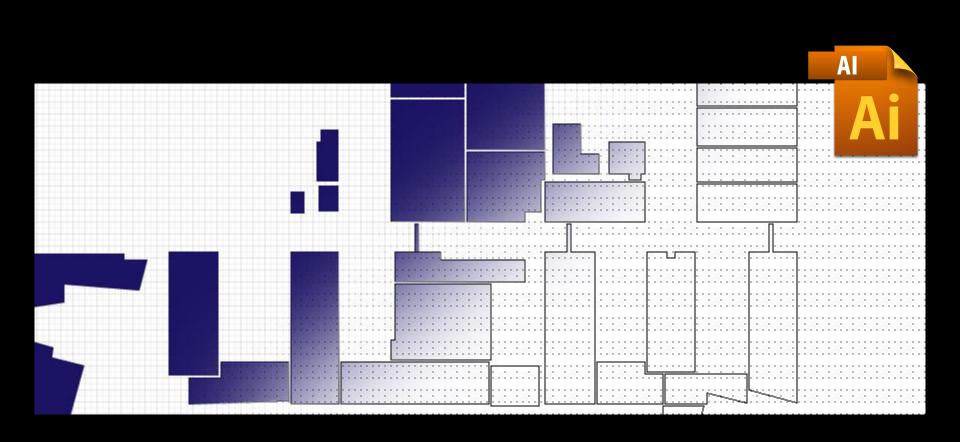




game objectives

# EVERYTHING

game level design



```
<rect x="139" y="285" fill="#1B1464" width="32" height="33"/>
 <polygon fill="#181464" points="171,292 188.5,297 187.75,302 203.875,306 193.938,342 167.969,337 176</pre>
  <polygon fill="#181464" points="212,346 208,364 162,358 166,339</pre>
</e>
id="A2">
 <polygon fill="#181464" points="172,250 224,250 224,253 235.5,253 231.417,268.5 194,265.5 194,274.5 172,...</pre>
</g>
<g id="A3">
 <polygon fill="#1B1464" points="213,346 212,352 227,354 228,349</pre>
        on fill="#1B1464" points="229,349 252,352 245,403 222,400
                                                                      "/>
      ygon fill="#181464" points="253,352 251,371 276,375 271,407 295,410 302,359
      lygon fill="#181464" points="303,360 301,378 326,382 321,413 344,417 351,366
                                                                                      "/>
      vgon fill="#1B1464"
                          points="352,367 350,385 374,388 370,420 394,424 400,374
     lygon fill="#1B1464" points="401,341 419,341 412,364 407,364
        on fill="#181464" points="416,366 422,368 439,350 422.833,341.5
      ygon fill="#181464" points="441.667,352.5 450.75,369.167 429.375,377 424,373.167 424,369 "/>
       on fill="#1B1464"
                          points="399,399 422,404 415,429 438,435 445.596,404.528 450.763,405.105 453,387 401,374
      ygon fill="#1B1464" points="405,365 415,365 424,369.813 424,374.5 430.5,381.375 405.167,375.042
 <polygon fill="#181464" points="454,387 453,405.834 472,411 464,442 486,447.834 496,408 489,405 490.5,396</pre>
<g id="A4">
 <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(" ");
        }

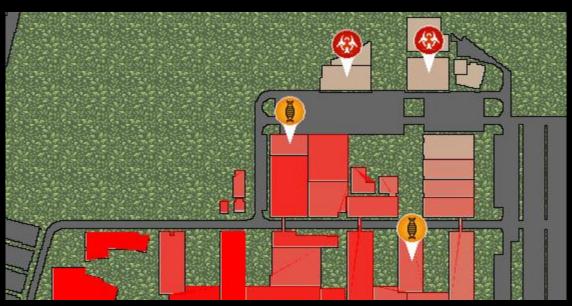
        script.append(df.format(point.x - SVGMapParser.X_OFFSET- centroid_x)).append(" ").append(df.format((point.y - SVGMapParser.X_OFFSET- centroid_x)).append(" ").append(" ").a
```





game mechanics

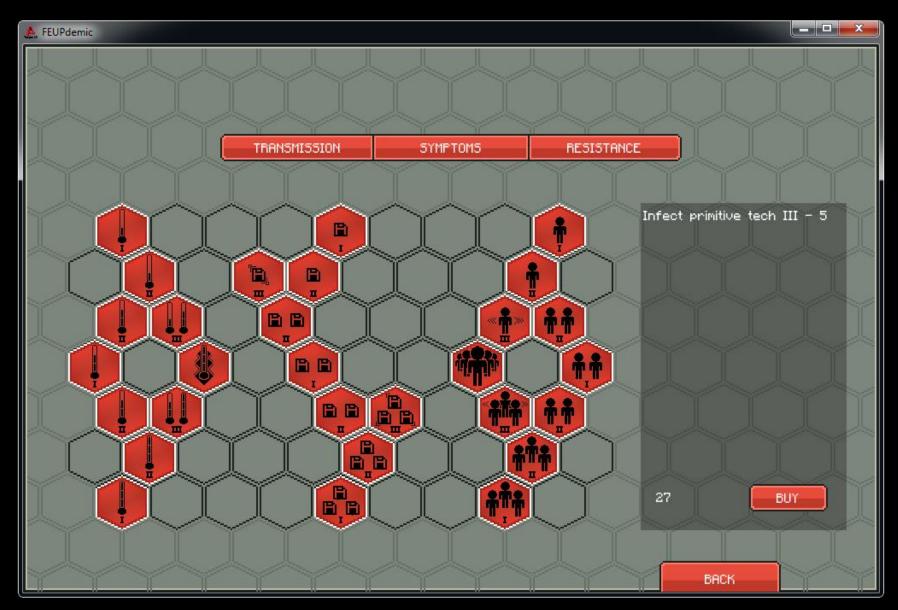
# spread of disease through heuristics



# plan the evolution of your virus

_ 30 30 31	3 316 316	36 36 36
TRANSMISSION	SYMPTOMS	RESISTANCE
22 25 25 25 25		

## transmission



### symptoms



## resistance

