

VIRUS WARNING!

YOUR HOME IS INFECTED (GAME)



Genre: Puzzle/Strategy Adventure

Platform: PC

Market: E for Everyone or E10+

concept:

You play as a virus that infects and controls machines and robots. The progression type is a linear-maze. Robots are the main enemy in this game.

tHe plot:

An expert programmer accidentally created an A.I. virus. The goal of this virus is to infect anything and everything in order to try and take over the world. The programmer will be making attempts to stop the virus from spreading any further with robots, obstacles and anti-viruses.

The virus is clever, it can travel between different machines that are adjacent to each other and can take control over all of the different robots that have been sent to destroy the virus. Luckily the virus can't travel through anti-virus walls, anything that isn't mechanical, or machines that are turned off.

what the vIrus can do (core MechAnics):

- The virus can only move on to adjacent mechanical objects that are turned on or plugged in.
- If the virus infects a robot, then the virus can make the robot move around the level.
- To infect an object: the virus has to be inside of it for a few seconds, depending on the size.
- The virus has to infect every mechanical object in each area before it can move on.
- Every key object that the virus infects (e.g. a door's control panel) it plays a maze like mini-game.

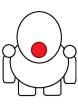
what key events the viRus will encounTer:

- Infecting an area tutorial, then the infecting and controlling a robot tutorial.
- Infecting objects segments.
- Controlling robot segments.
- Maze mini-game segments to infect key objects.
- Ocasional cutscenes explaining what is going on.
- Avoiding anti-virus walls and avoiding being backed into a corner.
- Maybe virus can switch between different robots it has infected (this can act as a lives system)

whY is the virus doing this (objectives/challenges/rewards):

The objective of this virus is to infect every mechanical object with itself and then make it safely out of an area. The challenge it has to overcome is avoiding anti-virus walls, being inside of a mechanical object that gets shut off, and solving puzzles to progress. The reward it receives is feeling smarter after solving puzzles and a victory animation at the end of each stage.







NOT INFECTED

INFECTED