Malware Inc.

Overview

This was not requested by an organization but was instead a suggestion from a lecture. Therefore, there is no objective that this software is trying to solve from a business perspective. Instead what I wanted to do was see how close I could get to replicating the Plague Inc. game by using visual studio, with access to any of the original code for the game. What took my interest was the lack of walkthroughs or other code sharing techniques for a game of this type, so this gave me the challenge of looking at Plague Inc. and reverse engineer what I could see in that game into code.

Objectives

The aim of the game is to spend the virus worldwide and infect every device in the world. At the start the devices you can infect will be limited and by purchasing upgrades you will have the ability to infect every device. At that point it is trying to infect all of those devices before the research into a solution has been completed.

Core Features

Upgrading virus to increase it states to make sure that it succeeds in it’s task.

Future Developments:

The hope is to introduce a more user-friendly interface, that is similar to Plague Inc. interface. At the moment the interface is more particle and is to demonstrate that the game is functioning as it is meant to.

Platform/Release:

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This will be release on both iOS and android mobile device, this is do as the majority of mobile device uses theses operating systems or in the case of android have access to the android store. This follows how Plague Inc is release, which is what my game is based on.

Turn into executable