Intro(on main menu):

Hello and welcome to my end of year project walkthrough for my game Malware Inc., which is a reimagining of the popular mobile plague inc but instead of spread a virus you are spreading computer malware

The reason behind creating this game is that are devices are an essential part of all of our lives and it is for that reason that we must be aware of the different types of threats that face are devices. In the game the users goal is to spread there malware to every device in the world. It is through this that the user will be shown different types of malware and the methods that they use to infect are devices.

Gameplay:

Start (Instructions):

Once you start the game you will be taken to the instruction page to ensure that the user is aware of how the game works, this page can be revisited during the game if the player needs to review the instructions it can be revisited by select the help button on the interface.

[Transisition]Once the user has read the instruction, they then go to the game setup

Setup:

From here the user can name their malware and the difficulty level of the game can be decided

[transistion] after this this is when the game begins

Main Game [world tab]:

Once the game starts, we can see that information like the amount of infected and health devices are displayed in the top of the games interface. This information will be present throughout the game, so the user can strategize even when they are in different section of the game

The current tab is the world tab which is how the user will see how they are progressing with the game when it comes to individual countries. As we can see not many devices are being infected as we have yet to upgrade the malware. You may also notice that some countries devices are not being affect like china. This is a result of china being one of the countries with restricted internet access and therefore harder for the malware to infect. Once the malware has spread more the likelihood of infecting a device in a restricted country will increase and once this has happened it will be able to spread in that country.

Main Game [upgrade]

Next we will be looking at the upgrades tab

Which allows the user to upgrade their virus using the currency they have acquired. While the user is in this menu the game will automatically pause, so the user does not miss anything. The user can upgrade various aspects of their malware. The only mandatory upgrade that the user must full upgrade is the vulnerable operating systems as they cannot complete the game unless they infect every device which cannot be done unless they can infect every type of operating system. The infection rate will increase the amount of device infected per day and the income rate will increase how much currency each infected device generates. The research rate difficulty will slow down research giving the malware more time to complete its goal. Once the user has purchased an upgrade it will be shown in the log with an explanation as to how the malware has improved. On the upgrades tab is also the leader board which show all of the games that the user has played and won with all the information including the difficulty level.

End Game [show win popup]:

The game end when either the research gets complete or when the malware has infected every device. The game will reset so that the user can start a new game and this will update the leader so that if the user won then the new entry is present.