**Captain Gigi Great Escape**

Design document

Created for

**Logo

Description automatically generated**

By

TEAM ZERO

Patient Zero:

This is a 2d-3d virus infection game:

**Blurb:**

You live in the town of Paradise, a town that has successfully eradicate all disease, but you have caught something no scientist has seen before, and it is up to you to make paradise a lot less nice. Infect as many people as you can in an effort to completely stain the town in disease!

**Gameplay:**

* Move around the open town infecting anyone who gets in your way!
* Some citizens are harder to infect and require extra effort in order to get your way!
* Said extra effort comes in the form of multiple minigames that the player has to beat.
* If you manage to overcome the minigame the citizen will fall to the virus.

Features:

* 3d town to explore!
* Minigames to play!
* Get rewarded with your progress with a shiny counter showing you just how many people you have infected!
* Cutscenes and voice acting!

Sourcing:

* Sprites: player and minigame sprites by us. Npc by:
* Music: Made by us
* Sound effects: npc speach by us. Ambient sounds by: