# ViRush

## Week 1

- Team composition : Andrici Costina, Moisanu Stefan, Rameder Carol
- Type of game : Single Player PvE in 2D
- Game description :

We're taking the metaphorical fight against Coronavirus onto the battlefield. The player's main goal is to remain uninfected by strategically fighting waves of enemies (viruses, 5G antennas, microchips etc.) on a limited play area, using different kind of weapons (syringes, disinfectant gel etc. ), abilities (social distancing, immunity) and resources (fences, facemasks, ammunition, HP) .

- Core gameplay :    A sprite which moves, dodges, shoots, builds
- Similar concepts : https://play.google.com/store/apps/details?id=com.rebelbinary.onlyone&hl=en&gl=US

## Week 2

- Chosen IDE : Unity
- <u>What we have done</u> :

We created a rectangular 2D-Tilemap for the map that is composed of 2 elements:

- middle rectangular: play area where the player can move freely

- out_of_play area: a border of spikes around the play area that keeps the player in

There is a player sprite that can move in 4 directions, which can attack by pressing the mouse .

We have taken the elements from the Unity Asset Store for map tiles and player movement animation .

<u>To be done</u> :

- create our own character's and weapons' design

- create the enemies that move fixed path

- implement interaction between enemies and player: attacks deal damage

## Week 3

<u>What we have done</u> :

- Created enemies that move and spawn randomly
- Player and enemy can take damage; that damage is subtracted from their max health. If that health goes below 0, death animation is played and object gets destroyed
- Bullets deal damage and get destroyed on collision

<u>To be done:</u>

- Creating more play areas
- Implementing a way to move from one play area to another

## Week 4

<u>What have we done:</u>

- Creating 4 more play areas, containing enemies that move, spawn and take damage
- Creating a possibility to move from one area to another by teleporting

<u>To be done:</u>

- Making the area outside the playfield dangerous

- Creating the idea of health bar

Week 5:

<u>What have we done:</u>

- Making the area outside the play arena dangerous. The player instantly dies when leaving the authorized area.
- Implementing the idea of health. When touched by an enemy, the players' health is lowered down. If the player ends up with no health, it dies.

<u>To be done:</u>

- Creating an animation for the moment when an enemy or a player dies.
- Displaying the health bar on the screen
- Creating different types of enemies

Week 6:

<u>What have we done:</u>

- Creating a new type of enemy: it follows the player and constantly tries to damage its health by using its projectiles.
- Creating its certain stopping distance and its certain retreat distance, among his own health properties.

<u>To be done:</u>

- Displaying the health bar on the screen
- Counting the number of destroyed enemies and display it on the screen

Week 7:

<u>What have we done:</u>

- Displaying the health bar on the screen

- Adjusting the teleporting function

To be done:

- Creating different types of projectiles having different properties
- Implementing different strategies for both the player and the enemy
- Adapting the game's characters to our actual theme

Brainstorming ideas:

- Implementing the game's structure: levels containing different waves of enemies having different skills and characteristics
- Creating enemies that move and spawn strategically
- Fences defending strategy ( with resources )
- Make the arena a limited platform
- Spawning different kind of enemies
- Structure the game with levels ( group of levels ) and final round
- Implement an in game shop for buying and upgrading weapons, fences or abilities; dead enemies will spawn currency used in shop
- Give the player special abilities ( can be bought from store)
- Map composed of multiple play areas; the player can go to any of them without exiting play area by a mean of transport(trampoline, teleporter etc)
- Enemies spawn all the time; if the player doesn't kill them fast enough quarantine is laid upon that particular zone. Cops appear on exists and wont let u leave unless player presents declaration -> player must either reduce enemy count to lift quarantine or buy declaration from shop

Armor games