# **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
* What we have done :

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 .

To be done :

- 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

What we have done :

* 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

To be done:

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

Week 4

What have we done:

* 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

To be done:

* Making the area outside the playfield dangerous
* Creating the idea of health bar

Week 5:

What have we done:

* 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.

To be done:

* 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:

What have we done:

* 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.

To be done:

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

Week 7:

What have we done:

* 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