

Everybody's Sick Now - High Concept

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In *Everybody's Sick Now* you're in control of the safety of a small town that has been infected by a very contagious disease. It is your task to stop the contamination from spreading as well as curing the disease.

Game Concept:

You control a population that is living in a town from an **isometric point of view**. Every person living in this town has a random movement pattern, every 'X' seconds someone becomes infected. The infected will have the same movement pattern but will be slower to move, everyone that approaches an infected person for a duration of more than 5 seconds gets infected as well.

As the player you can move (**RTS style movement**) the people to make them **dodge** the infected and we can move the infected to the hospital in which they will be taken care of. In the population there are several **scientists** that work at different locations, they can work to find the **cure**, help save your patients in the Hospital or in the quarantine zones. The moment the cure is found you win the game but the catch is that scientists can get infected too. Scientists are faster than the others but have a higher risk of infection. Scientists generate science points that you can spend on the **cure**, on **facilities**(more quarantine/labs/hospitals for example) or on **perks** to help contain the disease, buying you precious time to look for the cure. If a scientist is infected the amount of resources you generate is lower making it harder for you to find the cure and win.

As the game progresses the infected start to get quicker and start to **sneeze** which creates a cone of disease that can infect

other people. The infected also leave a **tray of disease** that has to be **cleaned**

During the game some **events** might pop-up, in these events you have to make a **decision** that can either be good for you and that will help you slightly or it can be a **bad** one that will damage your chances of success.

Building the cure: to build the cure you have to gather a certain amount of points (with checkpoints, for example if you need 500 to build the cure you can invest in intervals of 100), those points are the same that you use to buy perks and facilities forcing you to choose between what's most important at any given time.

You lose when more than half of the population is infected or when there are no more scientists to develop the cure, you win if you manage to cure the disease before this happens.

Aesthetics:





Similar Games:

Gameplay: Frostpunk; Visually: Two Point Hospital

Genre:

Casual, Simulation , Micromanagement, Survival

Game experience goals:

We want the player to feel overwhelmed and to be forced to make quick decisions. We want the player to have the sensation that there are barely enough resources to save the population

and that they have to manage those limited resources the best they can.

Players:

We are looking at the kind of player that likes a fast pace, real-time strategy/management game. They must also enjoy a healthy dose of micromanagement.

This player base may coincide partially with games like RimWorld, Frostpunk and Keep Talking And Nobody Explodes

Scenario:

The game starts slow. The player is introduced to a small city and from the start a few infected will start to pop up. In the beginning it should be easy to control the infected and stop the spreading of the disease but as more and more start to appear the situation gets dire. The player will start to have to make decisions as to where to spend not only the game resources but also their own mental resources as they'll have to focus on multiple things at once. They'll have to move some scientists out of the lab and into the hospitals and quarantine zones with care because every scientist that gets infected is a huge loss. The tension starts building up as more infected show up and suddenly an event happens, in this scenario some patients in the quarantine area revolt and want to get out. The player must choose if they send more people to contain the revolution or if they risk the breakout of many infected. The player decides to sacrifice the speed at which he discovers the cure to control the population in the quarantine zone.

In the end it was worth it as the spread slowed down giving the player time to find the cure, even though he had less people on the job