GAME OF LIFE

Game Design Document (IT 426)

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Introduction:

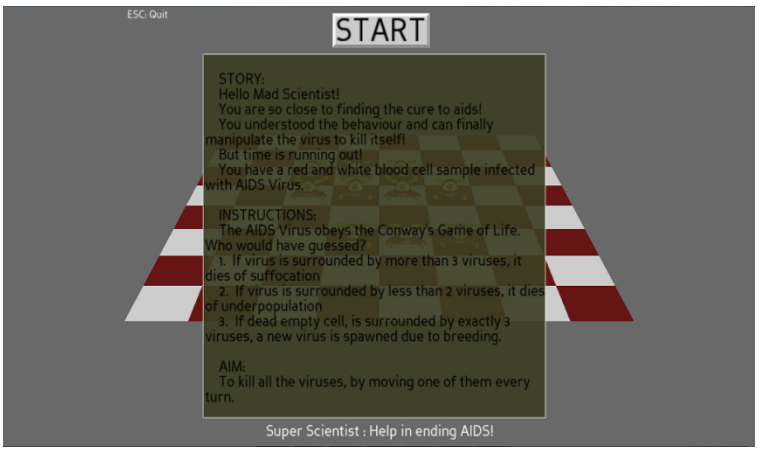
The world has been affected by the deadly virus of AIDS. You are one of the few people who haven't been affected by it. The world is in grave danger and the virus continues to threaten the Human race. You are a scientist and you are so close to finding the cure to aids. You understood the behaviour and can finally manipulate the virus to kill itself. But time is running out. You have a red and white blood cell sample infected with AIDS Virus.

Naming of the Game :

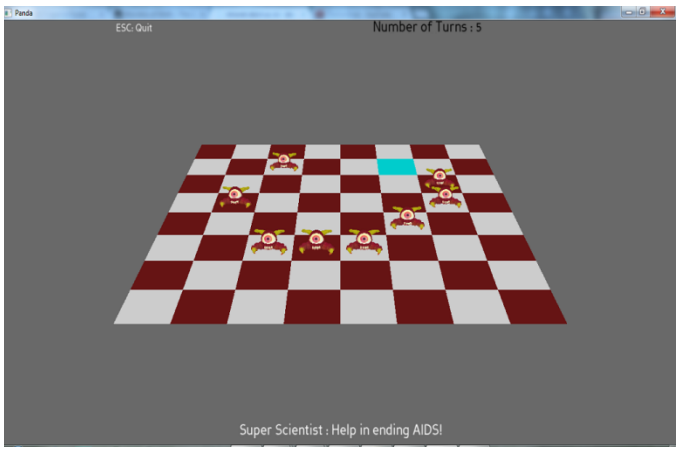
The name of the game can be "Game of life". The justification of the title can be that since the game is all about saving lives by stopping the deadly virus of AIDS from spreading. Also the virus follows "Conway's game of life". Hence it is apt to keep the name of the game as such.

World and Characters :

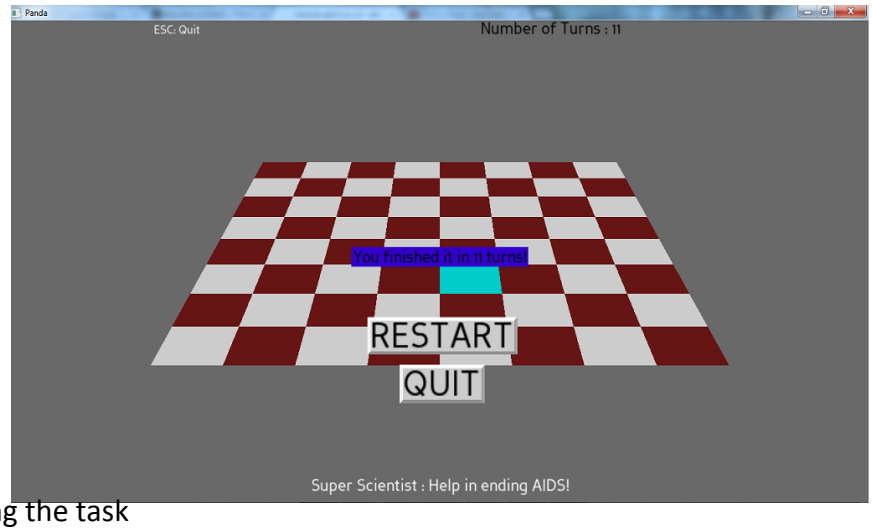
The world in this game is a grid of squared blocks, which is full of deadly viruses that are spreading rapidly. Red and white boxes depict the red and white blood cells which are attacked by the virus. There will be one character i.e. the scientist who has a way to kill the virus and stop it from causing more harm. You find out that the virus follows "Conway's game of life". The game has 3 levels with increasing difficulty. The viruses will generate on the empty boxes of the grid. The player has to kill the virus step by step. The number of turns the scientist takes to complete the task of killing the virus is always shown on the top.



Start of the game(Instructions given)



Scientist trying to kill the virus!!



On completing the task

Game Description and Story:

The game is a one-player strategy game. This game is played on a grid of squared blocks, like a chessboard. A virus can be live or dead. Every virus interacts with its eight neighbours, which are the virus that are horizontally, vertically, or diagonally adjacent. At each step in time, the following transitions occur:

1. Any live virus with fewer than two live neighbours dies, as if caused by under-population.
2. Any live virus with two or three live neighbours lives on to the next generation.
3. Any live virus with more than three live neighbours dies, as if by overcrowding.
4. Any dead virus with exactly three live neighbours becomes a live virus, as if by reproduction.

The game starts with a certain amount of viruses which multiply every turn. You have to kill them by changing the position of the viruses turn by turn.

Dramatic Elements :

Even though the viruses follow the “Conway’s way of life”, but viruses can also generate at random. It surprises the user as he didn’t see it coming, making him rethink his strategy all over again .

Players Experience :

The players will not only enjoy playing the game but will also experience a great deal of challenges that will test the analytical reasoning and critical thinking of the players. This game can turn out to be quite addictive to certain people