

Project Name : **CoroFight**

Title : **CoroFight**

Subtitle : **A fight with Corona**

Application Type : **Games & Animation**

Application Platform : **Mobile**

Sub-Platform(s) : **Android**

Project Status : **In development**

Project **Description** :

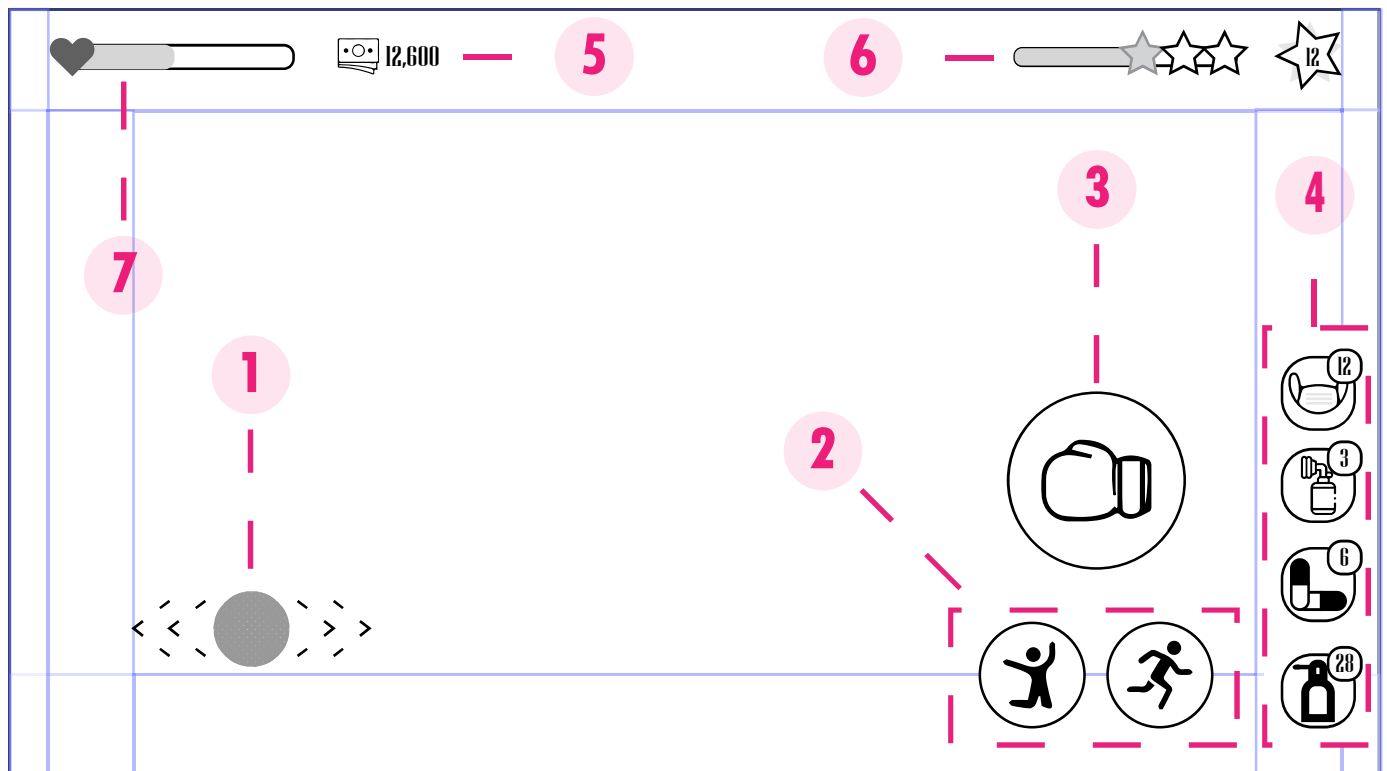
CoroFight is a simple yet fun platformer game aiming to aware the users on the importance of care taking and treatments on the current pandemic of COVID-19. As a massive population of any nation is engaged in Games far more than that of Mobile Application which is of course an acknowledgeable truth. Since, spreading awareness through the most trending platforms is only and the best option, therefore, we can develop a game that can be kind of novel to this contemporary time, created never before and will imply message to the people on the go. As of now, due to this new kind of graphical game will attract the audience of all levels, there implies a great chance to make people and especially small kids aware of wearing masks, importance of doctors, social-distancing, etc.

Project **Summary**: **Note : This doesn't array the total game idea & depth**

It all starts with the player as being a doctor character struggling to neutralize as many patients in the level with his available resources, receiving money, and score with a specially developed algorithm which is also what is used to count stars in the level. Level of fun increases when the virus comes in from a random direction and the doctor as a player has to fight it. Earning money, the player can buy similar or other versions of a specific item, e.g. Buying more improvised Masks, Sanitizers, etc. He can also buy various packs by purchasing it.

Gameplay :

CONTROLS :



Note : Image is just for prototype/illustration purpose.
They don't exhibit actual design instance.

Plotting the points :

Knowing about the colors in above illustration :

Note : Colored elements are not game components and will not be rendered.

- **Safe Area & Alignment**
- **Number indicator for knowing breif of element**
- **Item or Group indicator respective to number**

The controls are briefly grouped into 3 groups as follows :

Group 1 - 2 : **Player movement controls**

Group 3 - 4 : **Player action controls**

Group 5 - 7 : **Gameplay status**

Group 1 – 2 : **Player movement controls**

1. **Joystick controller** for player movement
(transition: horizontal) (x-axis).
2. **Run** and **jump** controls.

Group 3 – 4 : **Player action controls**

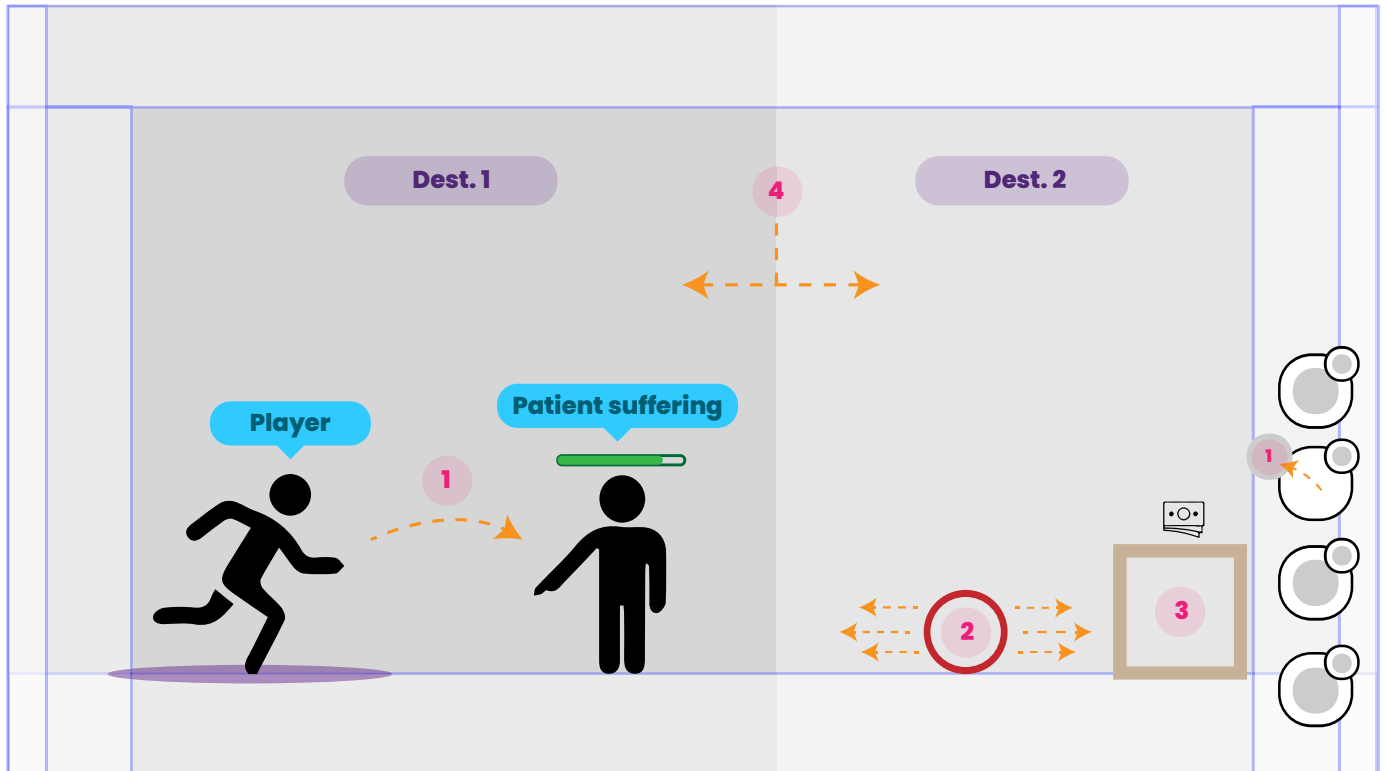
3. **Punch** : Punch control is used when a virus character comes into the scene from random direction.
The player can use it to destroy or reduce it's life
(or can use Sanitizer instead).
4. **Utilities / Inventory** : Available inventory and it's count.

Group 5 – 7 : **Gameplay status**

5. **Cash** / money collected or earned.
6. **Level progress indicator** and expected score
to get out of 3 stars.
7. **Player health** indicator.

Gameplay :

Actual gameplay plan (Abstract) :



Note : Image is just for prototype/illustration purpose.
They don't exhibit actual design instance.

Plotting the points :

Knowing about the colors in above illustration :

- Safe Area & Alignment
- Scene transition
- Scene transition
- Character type indicator
- Scene change (appellation) indicator
- Arrows
- Virus (as random behemoth)
- Safe distance
- Number indicator for knowing brief of element.
Item or Group indicator respective to number

About **gameplay** :

Note : This doesn't array the total game idea & depth

Starting from the player as being doctor, operational horizontally on x-axis. While moving, the player experience a wave of patients coming along the way with arbitrary health status infected by the Coronavirus. As a doctor the player has to treat the patients making sure he don't lose his health by getting infection by any dint. Therefore, the player will be surrounded by a Safe Area, so that the player can confirm his Well-off by practicing social distancing.

Challenge transpire when player has to select the inventory, he has to use which has different impact levels, therefore, to purchase the same, player needs different faces of money. So, in smaller words the score depends on how much resources used to save x number of patients and killing y number of viruses.

Transitioning scenes adds more interest procuring results to the gameplay, scenes includes Apartment, Hospital, Lane, etc. Player can collect resources along the way or in explicit needs he can purchase it with virtual or palpable payments.

Player will experience levels, accordingly simpler to harder. Each level consists out of three stars which depends on the algorithm developed for the score. Buying new and modified tools available in inventory will develop the sense of ease to solve/cross the level for the player.

Note : The icons used in the illustrations are a result of tracing of images from <https://icons8.com/> . Actual game's characters, icons and every possible illustration will be created and preserved from and by artists conveyed for this game.

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