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Midterm Documentation

About the Game:

The player is an Anti-Virus bot working in a computer that has been corrupted by a virus. The virus has manipulated a virtual world that the Anti-Virus robot must navigate through. The goal of the game is to find and destroy the virus. On the path to finding the virus you will be met with other Anti-Virus bots that have been corrupted by the virus. They will be trying to stop you from destroying the virus. Since these bots have been corrupted they are weaker and easier to destroy, but there are a lot of them throughout the journey. Navigating this new large virtual world to find the virus will also be a difficult challenge.

How to play:

Use the buttons on the screen to control your Anti-Virus. “Left” will rotate you left, “Right will rotate you right, “Forward” will move you forward and “Backward” will move you back. The “SHOOT” button is how the anti-virus uses he weapon against the other bots and the virus.

Constraints:

Setting: The setting of this game is inside of a computer. Although the terrain seems real, it is actually the virtual simulation the virus has created. There are wires connecting features of the terrain, also indicating that this is inside of a computer. And all around the world you can see green lights from the circuit board going off.

Emotion: The emotion inspired is “Awe”. The massive virtual world created by the virus will create a sense of awe and wonder within the user. Also the fact that all this is taking place inside a tiny computer should create a sense of awe.

Action: The player is controlled remotely using the on screen buttons. Each button has an individual action and each click only completes a single instance of that action, making the player controlled less fluidly and more like a remote control.

Goal: The goal is to get from A to B. In this case, A is the starting point for the Anti-Virus and B represents finding and destroying the Virus. If the player falls off the map, they will be taken back to the start of the game.