**CSC4263-ART4240**

Champi-Capi Game Design Document

Scoring System

**Scoring**

The game will start with 10 points/life scores and immunity to zero.

Eating/shooting harmful microbes will get 10 points.

Shooting helpful microbes, red blood cells, lymphocytes and phagocytes will decrease 5 points.

Getting shot by enemies will decrease 10 points.

Getting swallowed by lymphocytes and phagocytes will increase immunity to 10 points each.

After getting immunity, if capsule shot by enemies once then only the immunity decreases by 5.

If the life decreases to zero, then the status is GAME OVER and if the capsule kills all the enemies then it will win and game finishes.