* Game Title: ViRush
* Theme / Game Mechanic

The theme of the game is based on viruses. The aim of the Player is to duplicate as many virus cells as possible. You will play as a virus collecting energy from around the map, this will be done by using the gyroscope to move around which will fill up your energy bar. Once your energy bar is full, shaking the device will split your virus into two.

If your energy bar decreases too far then you will start to lose your extra virus cells, this will force the player to keep looking for energy. If you lose all your virus cells or they get destroyed by health cells, then you will lose the game.

To incorporate touch gestures the player will be able to swipe in the direction of a cell to launch a projectile, this will be used to destroy cells which will drop a small amount of energy.

* Techs
  + Tech 1: Touchscreen Gestures
    - Zoom in and out with pinch gesture?
    - Swipe to spit project at cell.
  + Tech 2: Accelerometer / Gyroscope
    - Gyroscope will be used for game movement. By tipping the device in a specific direction it will allow the player to move up, down, left, or right. This may be switched to touch control if the lab computers cannot build the game to the iPad.
    - The Accelerometer will be used when the players energy bar is full. When shaking the device, it will half the energy bar split the virus into two.
* Screens
  + Main Menu
  + Options Menu
  + Game Scene
  + Win / Loss Screen
* Usability
  + Room on Screen (UI): This should not be too much of a problem as I plan to have a small amount of UI e.g. Pause Button, Energy Bar,
* Portability:
  + The focus of this game will be for iPad however it should scale fine for use of iPhones.