Hello Friends,

This is some information about my game First Responders, and what inspired me to create it.

First responders play an important role in this pandemic; from EMS’ bringing patients to the hospitals, to police officers containing gatherings, First Responders are needed. They have saved several lives. However, they are most vulnerable to the virus since they face it head-first.

Hundreds of health-specialists have died, and several police officers as well. Others combat COVID-19, and many more are risking their life for civilians who need help.

All first responders are heroes to me, and I wanted to create a game that shows that their heroic actions do not go unappreciated and unrecognized.

SECOND

In the game, the player is the first responder collecting tools that save lives while dodging the COVID-19 virus.

There are three levels, and they are timed for 60 seconds.

If you do not catch the virus in that time, you are given the choice to move to a more ‘dangerous zone’ (or the next level). You continue to collect as many tools as you can in the 60-second timeframe.

The tools that the player will collect are tools that First Responders and regular people use regularly to protect themselves from the virus, and save infected patients lives.

THIRD

The three main tools that civilians use are masks, gloves, and hand-sanitizers.

The Surgical Mask covers your nose and mouth, in turn protecting yourselves from Covid-19, and others, if you experience any symptoms (in public settings).

The second tool is the gloves, which are used to stop the virus to infect you from hand-to-hand contact.

The sanitizer is an antiseptic that kills bacteria and germs, as well as viruses such as Covid-19.

These are just some of the tools all of us use nowadays, but there are more, such as ventilators and eye-goggles.

FOURTH

In the future, it is my wish to expand this game. There is room for improvement that can make the game more engaging and interactive, and I will continue working on it.