**Preliminary Idea for Final Project**

**App Name**: Spread

**Team**:

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**Idea:** Spread is a game where the player has the goal of infecting every civilian with a zombie-like disease. A disease will be dropped in one part of the game map, and will spread to others based on physical contact. There will be different classes of characters in the game such as civilian, zombie, medic, soldier, etc… There will be levels of increasing difficulty and may be created in either 3d (first person) or 2d (aerial view) depending on implementation time.

**Possible Features:**

* Addition of civilian weapons
* Adjustable character speed for increased difficulty.
* Multiple diseases to drop
* Hospitals for civilians to visit before they are fully infected
* User accounts for progress and achievements