Final Project Idea and Abstract

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App Name: Spread

Spread is a mobile game where the player’s goal is to spread an infectious disease to a large crowd of people, leaving no healthy people. The game will have a large range of sprites on the screen at any given point, all interacting with each other. When the player enters a level, after passing through the initial level selection screen, they will be faced with a decision on when and where to drop an initial disease, which will affect the surrounding civilians. These infected civilians will then start to chase others and if they make contact, will then infect others. The way the players can lose the game is if the infected players die off before infecting all of the civilians, or if they are taken out of the game by other in game types such as soldiers or medics. Levels will become increasingly harder, and will also include more and more character types to make strategy more in depth. We have not yet decided if the game will be 2d or 3d, but will need to be presented in a way that the player can scan the entire map in order to choose the best disease drop location. Other than game mechanics, the app will offer saved progress and statistics such as total number of civilians infected and total playing time.