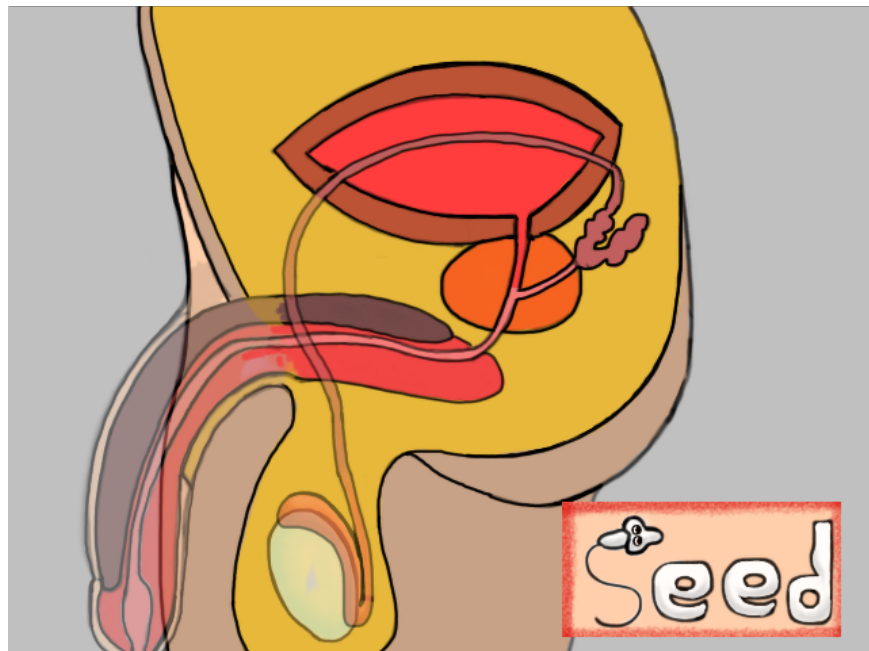




Team Maximum: Carlos Espinosa, Carolyn Jimenez, Alisa Prusa
TA: Lindsey Freeman
Section: Monday 5:00-6:45



Main menu

The Game:

Seed is a one-player 2D side-scrolling adventure game in which you play as a sperm cell. The player experiences the life cycle of a sperm cell starting at the end of meiosis as it travels through male and female anatomy until it germinates an ovule. The player gains attack abilities and must compete with other sperm cells, and the player gets power-ups for defeating those sperm cells. There are four levels, with each representing a different part of male sexual anatomy.



Level 1: Testis Level

This game is designed for anyone interested in human sexuality, especially a younger audience. Ultimately, we hope the addition of combat mechanics contributes to the enjoyment of gameplay and increase interest in physiological mechanisms. We also hope that an interesting visual style will engage players in order to educate them of human reproduction. Other games have been attempted in which the player is a sperm cell such as the *Leisure Suit Larry* Series and *Catch the Sperm*. Additionally, there have been other games taking place on a microscopic level like *Gamma Goblins* for Apple II, *Spore*, and *Flow*. *Seed*, however, these focus on teaching anatomy and physiology through the level design. *Gamma Goblins* may come closest to this in terms of intention and combat design. Like *Catch the Sperm*, this game attempts to be educational as well as visually pleasing and sex-positive.

How to Play:



Level 2: Epididymis Level

The player navigates through the four levels, starting with the testis level, defeating enemy sperm cells. The player wins when they complete the final level, the urethra level. The game is scored by how many enemy sperm cells are defeated, and a high score table is revealed when the game is complete.



The Player

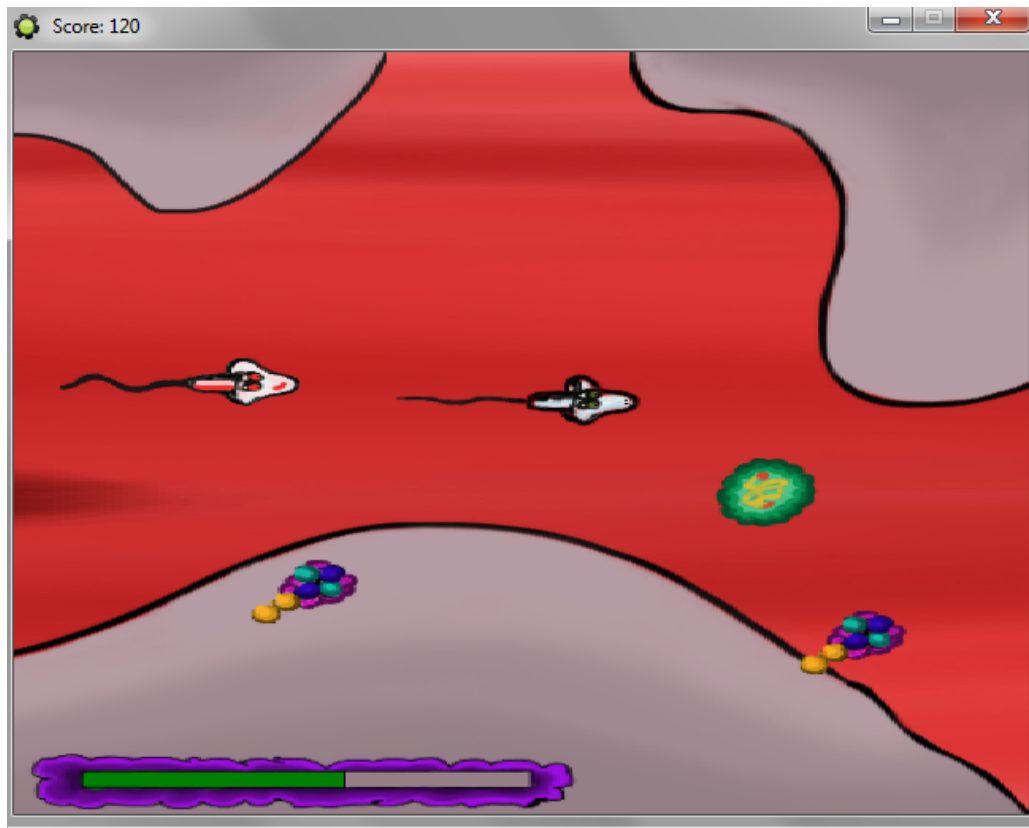


Enemies



Power-ups

Player Controls:



Level 3: Vas Deferens Level

Up and Down Arrows move the player up and down

E and W keys rotate the player head

Spacebar is the tail-whip attack

Left Arrow is the scoop attack

Right Arrow is speed boost (only if the player has acquired the speed power up)