Version 1.1

Game Design Document

Game Design Team Information:

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| Team Name: | The Araguzers |
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| Storyboard Sketcher: | Nashid Shabazz |
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| Character Designer: | Nashid Shabazz |
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| Enemy Designer: | Isiah Aideyan |
| Vehicle Designer: | Michael Minkov, Jr. |
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Team Updates of the GDD:

10-3-2011: Started on the Game Overview

Section 1: Game Overview

Basic Summary:

This game is called Rabies-X, the “X” standing for “Unknown”. While Geraldo Araguz, a renowned world-famous astronaut, is exploring Space, a horrific new disease has struck Planet Earth. Araguz is officially known to be the most decorated soldier in the US army, so the US government summons him back, gives him a protective suit, describes to him in detail what’s going on, and gives him a mission. That mission is short and sweet: find the mad scientist who created this new Rabies virus (worse than any Rabies viruses that ever existed), learn his secrets, and save the world. He agrees, gets a new automobile – a GuzCruise - and sets off!

Goals and Features:

The main goal of the protagonist, Geraldo Araguz, is to find out who the crazy evil scientist that created this virus is, find out what the formula of the antidote is (he did make himself immune), kill him, and reveal the formula to the government. The government, in turn, will give the formula to the scientists, who will start making large portions of this antidote, thus saving those who did not die of this disease yet…curing the world.

Of course, to achieve this very goal, Araguz must first of all stay alive. He will constantly be attacked by rabid humans, animals and birds and he will have to shoot at them with his plasma gun. Araguz will be driving his GuzCruise most of the time, and the plasma gun will be attached to the top of the vehicle.