1. **Title Page**
   1. **Game Name**

The name has originated from the word that is being used to describe eccentric or non-mainstreamed people. The term ‘Geeks’ has been constantly used to label people who are technically knowledgeable and is often seen to be operating with a computer.

Bugs, on the other hand is a jargon term used by software professionals to point an unnecessary issues or errors within a software. Bugs are parts of a software program that is not properly written according to the programmer’s purpose. But in this game, bugs are portrayed in a typical form—insect.

As ‘Geeks’ is a label used for IT literate people—mostly programmers, and ‘Bugs’ as their all-time antagonists, this game will revolve around the conflict between the two entities. It involves puzzle to locate bugs and remove it from the hardware devices within the computer. The player, as the geek, will be entitled to pick from two Nanobots—a robot with a size of an insect. The player will be able to control the Nanobot through encoding a single thread of instruction which will be executed once.

1. **Game Overview**
   1. **Game Concept**

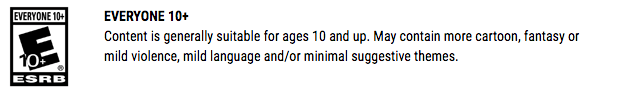
Geeks Vs Bugs is an educational puzzle game that aims to capture the attention of it’s audience but with underlying purpose of introducing basic computer programming concepts to the players. The story of the game revolves around the story of a computer error and bug that will be posing threats in the future—year 3000AD.

* 1. **Genre**

Geeks VS Bugs is a multiple genre game. It is an educational video game that uses the method of puzzle to stimulate logic and challenge to the player.

* 1. **Target Audience**

The game is recommended and designed for the needs of ages 12–22 years old but holds a rating of “Everyone 10+”. This rating follows the standard of “Entertainment Software Rating Board” (ESRB).



* 1. **Game Flow Summary**

The player will move the character by putting the combinations of movement in the “Run Command” box with the goal to fix or remove the bug. After this the player will tap the button “Run” to compile the commands inside the “Run Command” box.

Players can also manipulate levels through tapping the desired button specified for the level the player wants to go.

* 1. **Look and feel**

The basic look of the game is in 2D and on top view. The game also moves on

1. **Gameplay and Mechanics**
   1. **Gameplay**
      1. **Game progression**
      2. **Mission/Challenge Structure**
      3. **Puzzle Structure**
      4. **Objectives**

The main objective of the game is to remove the bug on the computer components by moving the character using the set of commands provided by the player.

* + 1. **Play flow**
  1. **Mechanics**
  2. **Game Options**
  3. **Replaying and Saving**
  4. **Cheats and Easter Eggs**

1. **Story, Setting, and Character**
   1. **Story and Narrative**
   2. **Game World**
      1. **General look and feel of world**
      2. **(Areas)**
      3. **(Characters)**
2. **Levels**
   1. **Levels**
   2. **Training Level**
3. **Interface**
   1. **Visual System**
   2. **Control System**
   3. **Audio, Music, sound effects**
   4. **Help System**
4. **Artificial Intelligence**
   1. **Opponent and Enemy AI**
   2. **Non-combat and Friendly Characters**
   3. **Support AI**
5. **Technical**
   1. **Target Hardware**

**Android Device with 4.3 Operating System Version**

* 1. **Developmental hardware and software**
* **Hardware**
* Laptop
* Mouse
* External Hard drive
* **Software**
* Unity 5
* Blender
* Cinema4d
* Adobe Photoshop CS3
  1. **Network requirements**

No network requirements used nor needed.

1. **Game Art**