**Game Overiew**

**Philosophical Point #1**

Since this project is compose of 4 members, every member will focus on each member's chosen field, the lead programmer will focus on programming and the programmer is the one who will decide on the behavior of the character whether it will be aggressive or not including the Health and damage system in the game. And the other two members will focus on the environment and design of the game and on the documentation and the storyline.

**Philosophical Point #2**

The developers intended to make a puzzle game that will be more thrilling to play and the gamers would not be easily lose their desire on playing the game.

**Design History**

Before the development stage, the developers have had a planned stage which is about what kind of game it will be. It includes the storyline, gameplay, and everything about the design and the concept of this game. As the developer’s calendar of activities presented, the developers spend almost 1 week for planning the game, but the research and adjustments stage still proceed regarding what is the final structure of the project.

**Version 2.00**

**Version 1.10**

**Common questions:**

* What is the game?
  + The proponents are going to develop a mobile game named Geeks vs Bugs. The game revolves around the story of a computer error and bug that needed to be removed in the year 3000.
* What kind of genre?
  + This game Geeks vs Bugs has multiple genre which is puzzle, logic, strategy, and serious game.
* Why create this game?
  + As our technology advances, children are getting more-and-more hooked in virtual games especially in mobile. Currently, mobile game consumes most of the time of many elementary and highschool students which makes it a good medium for learning. The proponents came up with an idea of developing an android game that would entertain and, at the same time, develop logical thinking of the player. Creating a game that would translate highly technical concepts into real life objects or senario would help players understand more of logical thinking. The game is designed to enhance logic in an interesting, fun and entertaining way.
* What's the difference of this game to other games?
  + The difference of Geeks vs Bugs to other games is that it integrates basic technical programming concepts but the same time is fun and entertaining to play.
* How many characters do I control?
  + The player can only control one character.
* What type of gameplay?
  + Puzzle strategy logic game.
* What android version that fits with this game?
  + This game runs in a jellybean android platform.
* Where does the game take place?
  + The story starts in year 3000 when computer users experience an error with their computer system and no one can able to fix it. The person who can only fix this bug is a geek from the past, technical personnel has a time machine to be able to get that geek person from the past. In which this geek person decided to shrink his/her self and transform into a robot using a device created from year 3000. In which his/her transformed appearance can be able to get inside the circuits of a computer system and fix the errors or bugs.
* What weapon does the character use?
  + The character has no weapons but has the ability to pick-up and use tool for removing the bug.
* What is the main objective of the game?
  + The main objective of the game is for the character to find the error or bug, then the character will fix the error or remove the bug.

**Feature set**

**General Features**

Two different worlds: Inside a CPU and the circuits of a motherboard.

2D graphics

**Gameplay**

**Block with straight arrow** – this will command the geek robot to go forward.

**Block with right turn arrow** - this will command the geek robot to face on the right.

**Block with left turn arrow** - this will command the geek robot to face on the left.

**Block with fix icon** - this will command the geek robot to fix the error or remove the bug.

**Block with Set of Commands (SEO) icon** - this will command the geek robot to repeat set of commands.

**The Game World**

**Overview**

The game world is about the inside of a CPU and circuits of a motherboard with an error or bug that is needed to be removed or fixed.

**World Feature**

As the game go through, you can experience many kinds of world. The world of the game is all about inside of a CPU because the geek will going to shrink and transform itself to find the bug and error inside the CPU. But the world can be in circuits of a motherboard in some levels of the game.

**The Physical World**

**Overview**

Similar to the description mentioned in the Game World, the physical world will be inside of a CPU and circuits of a motherboard.

**Key Location**

Inside of a CPU or circuits of a motherboard are the key locations, where the character can pick up tools while in the location, this tool can be used in removing the bug or fixing the error.

**Travel**

The player can also jump to the previous level by using the level boxes. It is a panel to navigate, so that you can choose the level that you want to repeat. Repeating such level can only earn higher medal if the better solution was given.

**Scale**

**Objects**

The player would see a lot of objects in a top view of an area. Of course you can see the main character, the bug, errors and the things inside of a CPU and circuits of a motherboard.

**Weather**

The game has no weather as it is happened inside the system unit of a computer.

**Day and Night**

The environment of the game can have day and night feature in a specific level of the game.

**Time**

The timeline of the game is from the future.

**Rendering System**

**Overview**

Geeks vs. Bugs will be rendered through Unity 3D. By clicking the unity button it will run and load all the assets needed in the project that is creating. In Unity 3D it can create environment, items, terrain, effects, and forms needed in the game like menu, selecting character, and tools container. For the coding phase, just click the add script and it will lead you to monodevelop. Monodevelop is a coding phase for Unity 3D, it is where creating any kind of scripting phase. For testing the game, just click the run and it will run on the Game panel. It can also be through the android phone using usb chord and it will automatic downloadand run the project in the phone.

**2D/3D Rendering**

**Camera**

**Overview**

In the game, the view of the player will be top view.

**Camera Detail #1**

During the play phase. This camera will not move and focused only in top view.

**Game Characters**

**Overview**

The theme of the characters is base from a geek developer from the past but re-design by the creative minds of the developers. At first the developers planned and research for the characteristic and behavior of the characters.

**Creating a Character**

The player will not be given an opportunity to create its own character. To play the game the player will just have to select on a character provided; there are two characters to choose from and you can choose whether a boy geek or a girl geek. And the character chosen will be the character used in the game.

**Enemies and Monsters**

The main enemy of the game is the Bugs and the errors which are the cause in the problems in running the computer system. It is the reason of all the problems in computer system that will be the challenge for the players on what type of tool needed to remove this bug and fix this error. And what is the best and fastest path going to this bug and error.