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### **Exec Summary**

In this game, the players are birds that act like a virus. The game is set inside of a maze that represents the inside of a computer. The players move through the maze eating up blocks of RAM to destroy the computer's data. Both players play as different birds and have free roam to move around the entire maze. The game has now been infested with a bug and the player must look for the file to remove the bug before they can finish the maze.

### **Formal Elements**

#### **Players:**

This game is multiplayer vs. game with a capture objective.

#### **Objective:**

The objective of the game is for the players to work together to destroy all 50 blocks of RAM in the computer.

#### **Procedures:**

The players can move around using wasd. W and S move forward while A and D turn the camera.

#### **Rules:**

The players can "fly" around the map collecting RAM blocks. Players must stay within the maze and must collect all RAM blocks to complete the game. Players also have to collect a folder to advance in the game.

#### **Resources:**

The RAM blocks are the objective but also a resource. Collecting them will increase the players speed.

#### **Conflict:**

The player must delete all parts of the RAM or else the virus will infect the computer completely. The bug is also preventing them from completing the virus and must be eliminated before they can continue

#### **Boundaries:**

The computer maze is made up of walls that the players cannot go through, so they must go around.

#### **Outcome:**

The players wins if they collect all of the RAM blocks, else if they fail to collect all the RAM blocks, the game is victorious.

**Audience**

The target Audience for the game are young children and adults from the 90's. The game is a simple game and can be a useful game to help introduce young children into the world of video games. The game also draws inspiration from the pacman. Those who grew up playing pacman might feel nostalgic towards the game and wish to try it out. The game is designed for casual play, allowing the player to take it at their own pace.

**Physical Constructs:**

I have added the following to my game, folder, bug, play sphere, pause sphere. Interacting with the folder will get rid of the bug. Interacting with the spheres will play and stop the music. The bug is supposed to represent an actual bug that can be found in computers. The song that plays talks about hacking into the database of computers. The folder holds the information to get rid of the bug. The play and pause buttons are just play and pause buttons.

**Lights:**

I have added five color lights, 2 blue, 2 green, 1 red. Each color corresponds with the area you are in and is supposed to help the player keep track of what side of the maze they are on.

**Billboard:**

The billboard is next to my original billboard explaining to the player that they need to find a folder to get rid of the computer bug.

**Sounds:**

I have two sounds in my game. One is played by touching the play sphere and the other is played when touching the folder. The play sphere plays a song about hacking into a database and the folder plays a jingle indicating that a puzzle has been solved.

**Sources**

Bird Player:

<https://3dwarehouse.sketchup.com/model/48b32a12dc06a3c0bbd80279bb40bbcc/Bird>

RAM Texture

[https://marketplace.canva.com/MADCOzVTDzQ/1/thumbnail\\_large-1/canva-closeup-details-of-computer-memory-%28ram%29-MADCOzVTDzQ.jpg](https://marketplace.canva.com/MADCOzVTDzQ/1/thumbnail_large-1/canva-closeup-details-of-computer-memory-%28ram%29-MADCOzVTDzQ.jpg)

Game Board Texture:

<https://www.google.com/url?sa=i&url=https%3A%2F%2Fabstract.desktopnexus.com%2Fwallpaper%2F2362085%2F&psig=AOvVaw3zbmyNLCPFoYit4XB8yEks&ust=1581571137426000&source=images&cd=vfe&ved=0CAIQjRxqFwoTCJi-5-ahy-cCFQAAAAAdAAAAABAE>

Puzzle complete sound

<http://noproblo.dayjo.org/ZeldaSounds/>

Folder

<https://3dwarehouse.sketchup.com/model/fa031357f11b55497f7fbfb94ac070c5/Folder>

Computer Bug

<https://3dwarehouse.sketchup.com/model/e0498591fad28d2e8fd49378a0f41316/Spider>

Man with a mission

<https://www.youtube.com/watch?v=eW6sEkTGbUc>