
THE STORY OF AN ANTIVIRUS

PART ONE

The problem

You have been sent to stop a virus from taking over the world. Since you can't stop it with a crypt some geeks make a device for you to go inside the supercomputers mind and exterminate it with brute vigor.

Preparation

You end up in a place near the GPU of the supercomputer. A mainframe trainer helps you to use the arms and sets you of to your crusade.

The GPU

You search around the GPU asking around for info about the virus. You clear out all virus you find out that it might be in the CPU then you prepare for your crusade and leave.

The CPU

You reach there by an electric circuit train and then you see an obliterated town of automaton labors. The automatons are quite wretched and implored for your help. You promise that you will try your hardest to eradicate the virus, so you scavenge the old places while clearing the virus in your way. An old automaton trapped in the computing division arises up to you and advices you to visit the RAM. Once you are equipped you then head on to the RAM.

The RAM, The HDD and The SDD

You enter the ram and you find that viruses are ransacking the location and the information. Swiftly you teach those assailants a lesson. You then proceed to the SDD. Once inside you kill all of the thugs wanting to steal information. You push on to the HDD and kill all the remaining ones. The storage manager thanks you for the kind gesture and tells you to go to the internet. You approve and leave.

To the internet (the first boss fight)

Once you reach the internet port it was named ingoing signals, so you assume that it will take you to the internet. You get advanced by a virus point (the thing that disperses the virus). You have a ferocious battle until you claim triumph. You the leave the supercomputer and into the internet.

PART TWO

The jaunt to the internet

The internet's dawdling haste gives you time to prepare for what arises next.

The tower of connectivity

As you enter the domiciles of internet, gigantic worm like automatons carrying data going from place to place at high speeds. Eccentric ripples of electricity course thought the expanse. There you see a colossal tower being encircled by the worm automatons. You go inside deprived of hesitation

The climb (second boss fight)

You ascent up the stairways terminating any virus in your track until you reach the topmost. The sight is great, but in front of you is a virus point. With haste you slaughter it and look around for the further ones.

The other tower

You come across a floating tram and you enter. It takes you to the other tower. You observe that they look precisely same but mirrored. Once you enter the second tower you are hailed by lots of those goons. You then make quick work of them. You climb down, unpredictably without any viruses confronting you. None of them are nearby.

Trapped (third boss fight)

You reach the third virus point but the other ones barricade you from leaving from the top and barricade you from the sides. Your only other option is carnage. You fight with righteousness and able to destroy the port but you get flabbergasted and taken.

Escape

While they were trying to consider what to do with you, and then you realize your weaponries weren't taken so you slay the rest and head on to the other port it was baptized outgoing signals. You get equipped and enter waiting for what awaits you.

The last stop

You know what's next and you're anxious you try to calm down. You have little time left until you reach. You gather everything you need and leave the internet capsule.

PART THREE

Alone and scared

You can see no place to get weapons. You see that you aren't welcome here. You travel a far distance and can't seem to find anything but alas you see a gigantic monster.

No hope left (last boss fight)

Your hope leaves you. You lost the only thing that got you here. That monster, its tentacles, its putrid stench, it was impossible for you to survive. You then recollect home, you have nothing to lose, and a lot of societies are counting on you. Your hope rejoins you more robust than ever. You both are alone ONE against ONE. Errant against noble. And you are the noble. Both of you fight hit after hit after hit. You are almost dead but get the finishing blow.

The plan of the virus

You limp towards the computer inside the chamber of the virus. It has plans of releasing a zombie virus that will take over the world. You see everything it has been doing, but...

End of a hero's journey

You were backstabbed by the virus. You see one of its tentacles ripping out of your chest. You fall to the ground. Dead and never to be seen again. The geeks see your vitals drop to ZERO from there monitor. And the virus unleashes its power and starts a zombie virus in a hospital in America.

To be continued in zombie madness hierarchy

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Credits:

Lead developer: Krishaang Kaushik

Other developers: Ashwaria maam

Art: Google

Krishaang Kaushik

THE CHARACTERS OF ANTIVIRUS

Talk to players

- *Crazy Joe*
- *The adviser*
- *The virus client*

Enemies

- *Basic virus*
- *Strong virus*
- *Fast virus*

Bosses

- *The master virus*
- *The virus points X3*

Additional helping players

- *The trainer*
- *The medic*
- *Gift master*

GAME MODES

Survival (cod zombie mode like)

Normal: cod bo2 zombie mode (difficulty of choice)

All attack: you are stuck in a building with hordes of zombies that grow stronger and give better loot as the game progresses (difficulty of choice)

Suicide: you are in a place you can't leave, you get the weapon of your choice and have to kill a never ending hoard of viruses (like zombie madness) (set on hardest difficulty)

Story mode

Normal: you play the story mode

GAME MECHANICS

Movement

- *All directions*

Actions

- *Shooting*
- *Opening containers, doors, etc.*
- *Using ladders*
- *Consuming things*
- *Using interactive switches, buttons, etc.*
- *Using workbenches*

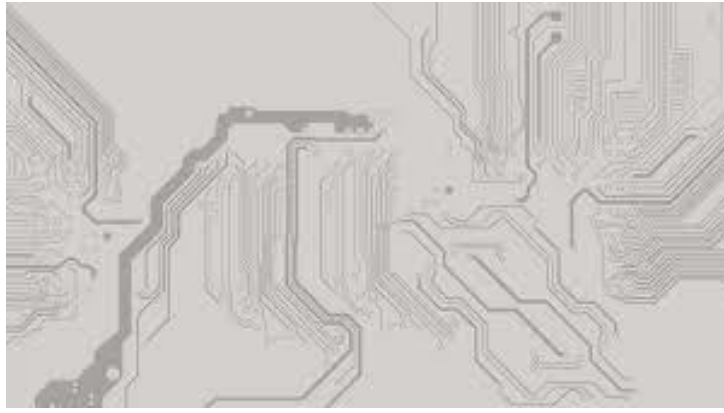
ART (MORE COMING SOON)

Places

PART THREE



PART TWO



PART ONE

