

1 How spread-infection works

1.1 General idea

if a healthy guest sits in the contact radius of an infected guest, the healthy guest will infect himself over time. Therefore the healthy guest has a counter “contact time”. If this value exceeds the slider value “contact time” in the UI, the healthy guest will be colored red and therefore become infected. He will now also spread the virus.

1.2 Healthy guest surrounded by infected guests

If a healthy guest sits in the contact radius of multiple infected guests, then the contact time of the healthy guest is being increased for every of these infected guests.