

CS388 Final Project: Pandemic!

Main Idea: Top Down physic-based game in which you shoot a ball through other balls in the level and your goal is to “infect” every ball in the screen in order to pass it to the next stage.

Mechanics: The player has one initial shoot with a direction and a force.

-You can use abilities (that can be used only one time per level)

Win Condition: Infect all the balls of the level

Loose condition: remain any ball in the level as not infected

Hook Points: Since **COVID_19** is trendy at this time, so we want to focus on the infect effect + **physic-based game** with balls.

Monetization: Adds + Extra Life for trying again a Level.

