

Game Design Document: Xeno-plague

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Description of the Game:

This game is a simple resource manager. The player is tasked will be given a choice to immediately be able to quarantine two individuals or wait a certain amount of time to be able to create a vaccine and begin vaccinating individuals. As time passes, the player must try and contain the infection while also managing to simultaneously saving as much energy as possible and keeping the colony productive. Quarantining individuals doesn't take energy but takes away from the colony's productivity. Vaccination costs energy and takes time to develop initially but does not take away from productivity.

Every few days or so, you will be asked whether you want to invest in creating a vaccine, quarantine, or do nothing. During the gameplay phase, you will see lots of individuals on the page (the amount depends on how well the game can run it). They will be moving randomly about the ship. If you have the option of quarantining, you can drag and drop the requisite amount of individuals into the quarantine room, at the cost of productivity. If you have the option of vaccination, you can click on the individuals you want to vaccinate. This pattern will repeat until the infection is completed (i.e. all individuals are in the recovered state). Player performance will be measured in a final high score; this is then dependent on a few factors, such as the amount of energy used, the amount of production completed, the maximum number of infected individuals, and the amount of time the infection lasts. A high score will minimize the energy, infected individuals, and time, while maximizing production completed.

The story:

The story will be presented in between gameplay phases, when deciding which actions to take. Certain thresholds will have to be met for a particular scenario to be presented. Each state is unique due to text that will appear, as well as options presented to the player.

