



High Concept

Why waste time on fighting wars between man and beast? The greatest battles of all time cannot be seen...

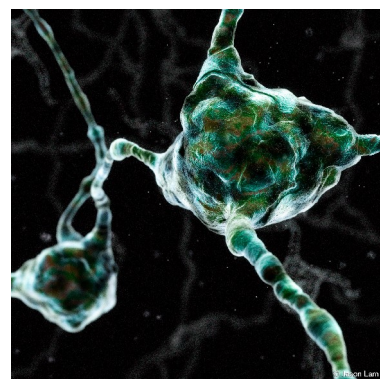
Take on the role of a highly intelligent virus as you help it infest and multiply. All whilst competing against the immune system, medication, and other viruses.

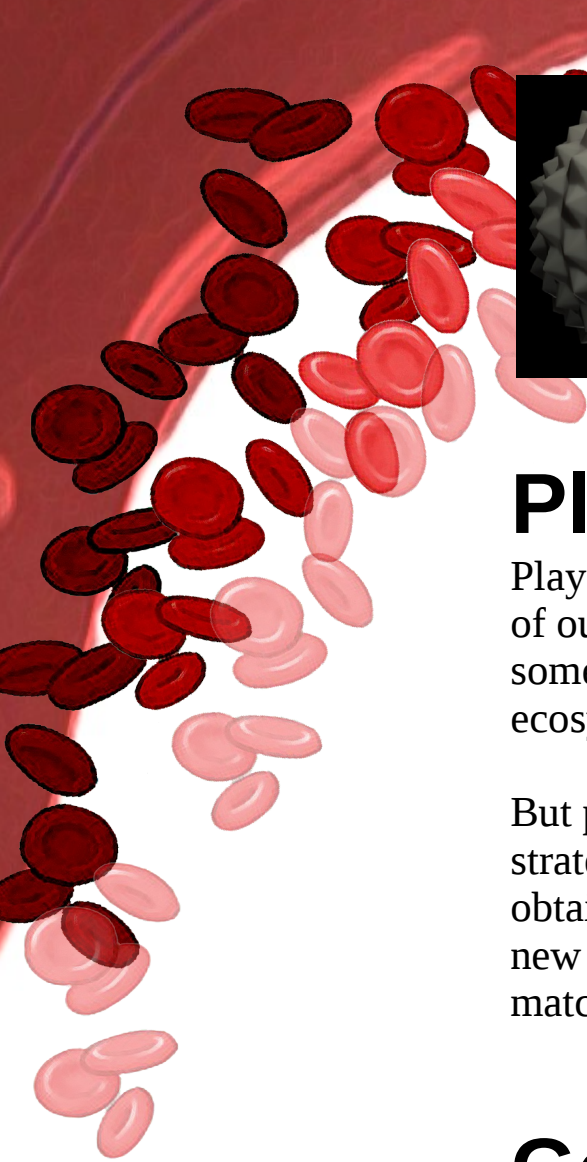
Features

- **Unique** style of game play. Guide a virus to success by infecting cells, splicing new hybrid cells, and divide into greater numbers.
- **Dynamic** game environment. Every new session is randomly generated to give a fresh new gaming situation.
- **Combative**, face the body's immune system against white blood cells and rapid adrenaline boosted blood flow. Even against external medications and other viruses.
- **Open-ended** play mechanic that lets you play how you want to play. Splice cells with other cells to form new hybrid cells that can perform mixed abilities.



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Player motivation

Players will be allured to the vibrant yet secretive world of our microscopic biological insides. This world is somewhat familiar to us all but still an intriguing alien ecosystem.

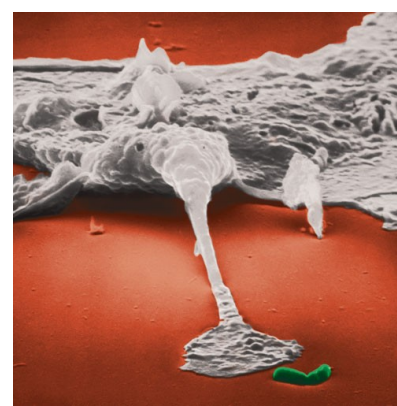
But players will remain as they explore the many strategies that are not only possible but necessary to obtain the upper hand. They will need to constantly learn new tactics to defeat opposing viruses for multi-player matches whilst still surviving against the host's defences.

Genre

A somewhat 3D Real-Time Strategy played in a 3rd person perspective.

The game is played in unrestricted dimensional space confined within a host's body. Unlike usual RTS games that remain on a 2D plane.

Although there is a significant shift in play mechanics of common RTS games where each player starts the same. By the combination of different options presented to the player this game can be considered a very fresh take on the usual RTS genre.





Target Customer

Both children and adults that currently enjoy RTS games looking for a new style of play mechanic unlike current RTS games, minus the focus on violence.

Competition

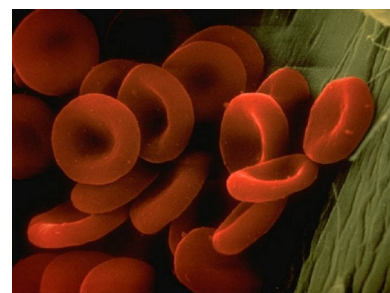
None. There are no games that are available or in development within the same biological environment or with the same RTS play mechanics.

Unique selling points

- Simple**, inviting to many game players as the game will have only a small set of operations and no background knowledge to play at a professional level.
- Challenging**, requires the player to plan ahead and discover new strategies if they are to win against others.
- Everlasting**, this game is not compromised by being limited to a linear story line. Finding all the different ways to survive the longest is unlimited!

Target Hardware

Any system that supports OpenGL, multi-threading, and mouse input.





Design Goals

Inviting / easy there will only be a small set of options that can be preformed (infect, divide, gather nutrients, cluster, attack opposing viruses, and splice). The only background knowledge is that you are a virus that must outlast against other viruses, the immune system, and medications.

Diverse, the player can perform these key actions in any order and as much as they want. Time is their only constraint so they must choose wisely how they use it.

Hot, the player will need to make quick rational decisions to be able to win. Every second they waste, the other viruses will be higher in infection and the less chance of survival against the immune system / medications.

Win conditions

There are different win conditions that can be set by the server in multi-player matches:

- **Timed match**, the player with the highest infection after a specified time.
- **Infection**, the player that can first reach to a specified infection percentage (relative to all cells in the system).
- **Last man standing**, the last virus to remain will win (notably the longest lasting form of play).

