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**Game Concept Document**

**Game programming**

Sir Omer Chattha

**Group members:**

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1. **Title of the game**

SARS (Severe acute respiratory syndrome coronavirus) Survival.

1. **Game Genre**

Survival Horror, Action.

1. **Game Idea**

This game is related to the current virus situation in this world we are making this game to teach the people how to handle the intense virus situation in world

1. **Literature review**

4.1 Game name:

**Deceit**

Feature Offered:

Online game ,multiplayer , Different Maps

Pros:

customizable characters, upgrade weapons

Cons:

No offline mode available , only one character selection

4.2 Game name

Last day on earth

Feature Offered:

Single player game , offline game , Different missions in game , new weapons

Pros:

Multiple levels , power ups ,

cons :

Limited characters to play with ,

No arcade mode in game to play freely without mission

4.3 Game name

Left to survive

Feature Offered:

Single player , different levels , weapon selection

Pros:

Upgrade weapons , upgrade player ability,

Cons:

Non customizable characters, only one character to play with

4.4 Game name

Zero survival

Feature Offered

Single player, different missions , new characters with abilities

Pros:

Upgrade characters skills , customize characters

Cons:

No power ups in level , no loot boxes in game

1. **Idea refining**

This game test the survival skills of player in this game the main character has to survive from the virus that has infected people all around the world and he has to find the cure to treat all the infected person.

**6. Highlighting the novelty**

In our game the player has to survive the people who are infected by the virus and he has to find the cure for the virus that is hidden in the game

**7.Game specification**

Platform:

Windows 10 (64 bits).

Targeted audience:

Players with age over 13 (PG 13+).

**8.Tools and techniques**

Unity:

We are using this software to because it is more customizable and easier to work with.

Adobe illustrator:

We are using the adobe illustrator to make vector images and it is easy to work with and it is lightweight.

Adobe after effects:

We use adobe after effects to design our characters.

C#:

We are using c sharp because it is object oriented and easy to work with.