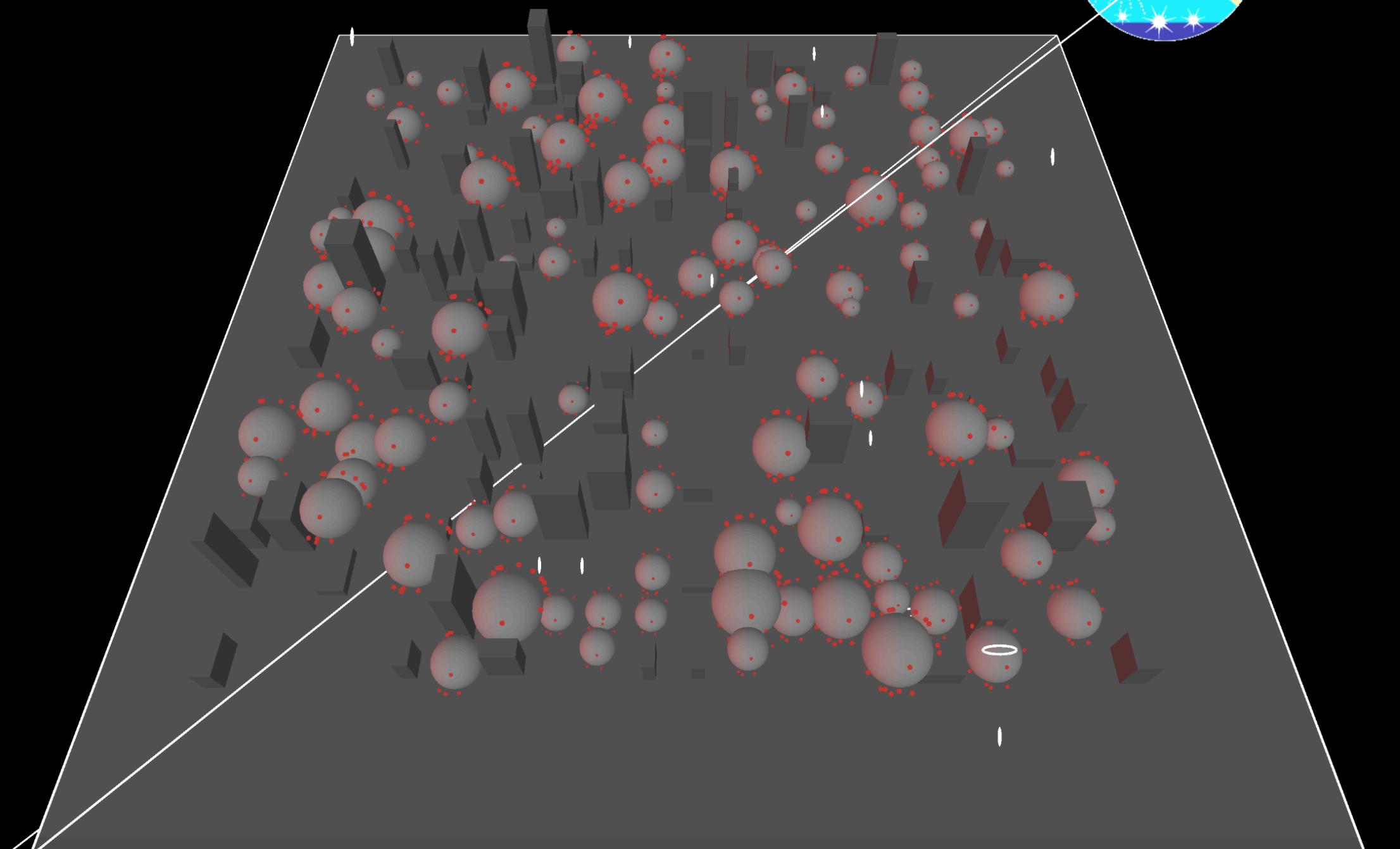


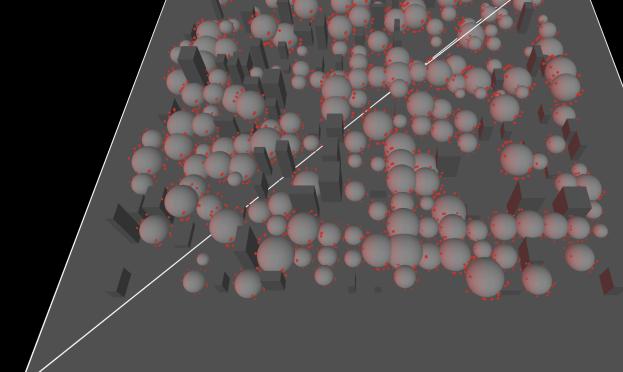
Num of Corona  
POV

SCORE 5874



Num of Corona  
POV

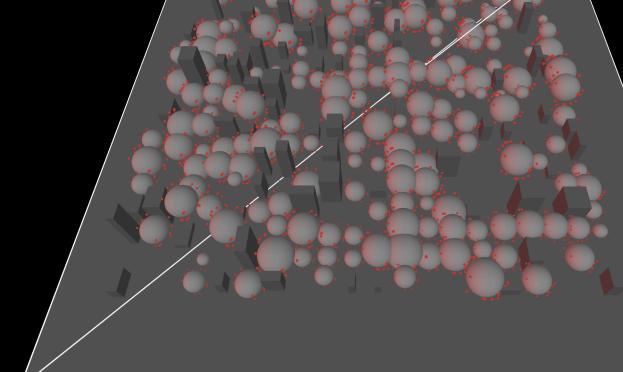
SCORE 4187



Num of Corona  
POV

SCORE 3659

Pandemic



# THE PANDEMIC

April 14, 2020

20141150 Minwoo Choo  
Project 3: Virtual World

I created a world in which Corona is booming. Corona increases exponentially over time. The player must click the mouse to spray the disinfectant to remove the corona. When you remove the corona, you get points, and you can also earn bonus points. However, despite the efforts to remove the corona,

the pandemic will eventually come. This reflects the reality that corona has spread rapidly to uncontrollable levels despite the efforts of many countries.

I also paid attention to the details in the work. When the number of corona is below a certain level, people

actively engage in economic and outdoor activities. The map of the game (building) keeps changing, If it spreads out of control, all economic and outdoor activities will be stopped. The map of the game (building) will not change. If the player removes the corona, it will return to normal.