Covid Party

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Theme “transmission” is referred to infect people as much as possible spreading the coronavirus.

Genre: Rogue-like

* The player shoots the covid virus from their mouth to infect other characters.
* An infection bar that increases passively as the game goes on.
* Each time the bar is filled, the player receives a token/point, the bar resets and it gets harder to fill it again.
* When an enemy gets infected, the bar instantly increases by a certain amount.
* The passive increase of the bar increases with the number of infected people.
* Tokens allow the player to buy random power-ups that might affect stats (i.e. bar passive increase, fire rate, range of attack, etc.).
* Tokens will allow the player to advance to new levels and end the game as well.
* Level’s difficulty depends on the amount of enemy generated and their “power”.
* Enemies will be people like the player who might get progressively harder to infect (some might have a mask/visor, others will be vaccinated, or also they wear anti-contamination suits).
* AFX: every time the player shoots, we hear them cough.

Possible extra:

* No-vax groups that influence enemy AI behaviour.
* Multiplayer mode: two players play two different covid variants for supremacy.