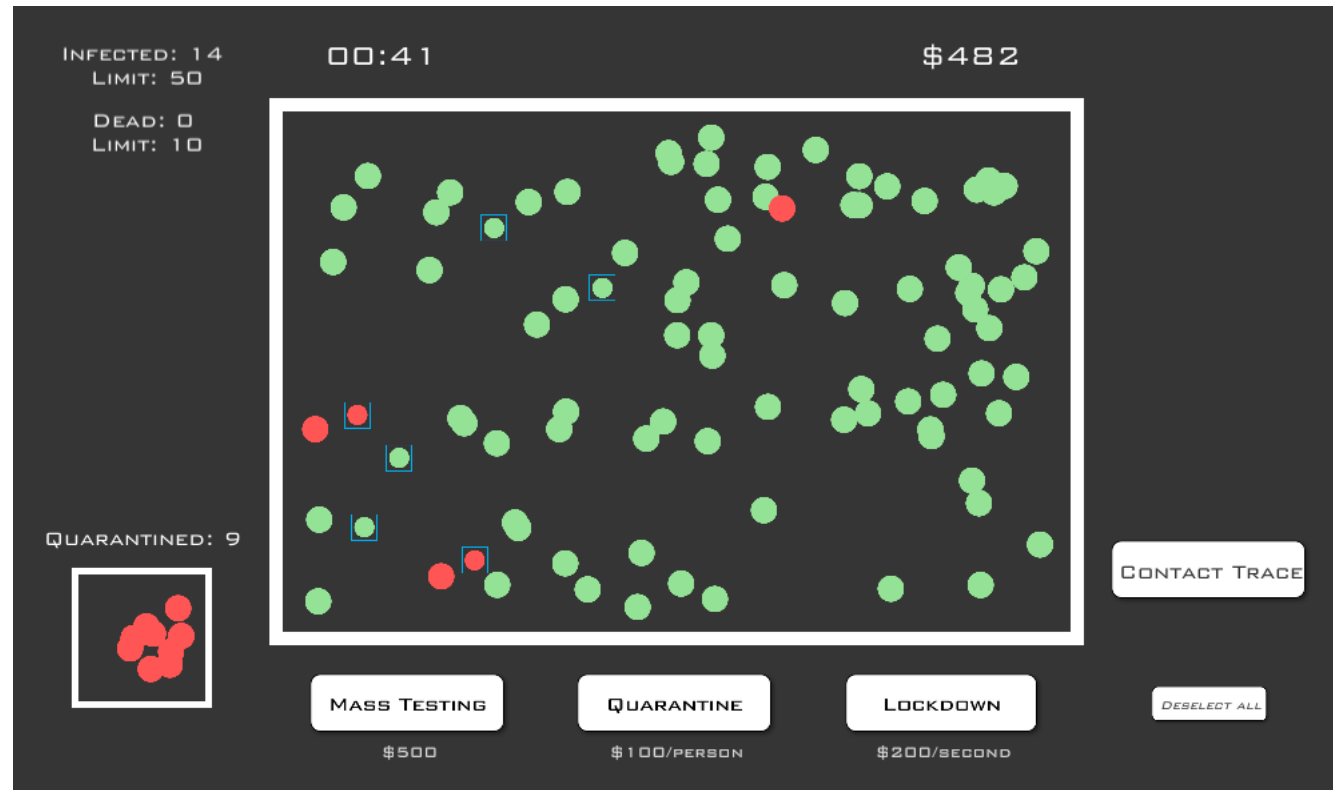


CORONA IN A BOX

A DEADLY CONTAGIOUS VIRUS JUST HIT YOUR CITY. AS THE MAYOR, RESPONSIBILITY NOW FALLS ON YOU TO SAVE YOUR PEOPLE. BUT FACING COSTLY POLICIES WITH TIGHT BUDGET, CAN YOU MAKE THE RIGHT DECISIONS IN TIME?

GAME SCENE

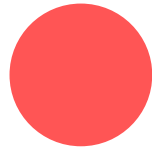


LEGENDS

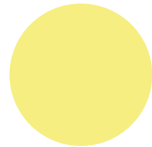
HEALTHY*



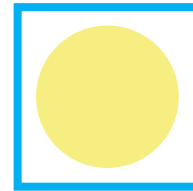
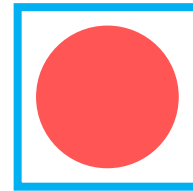
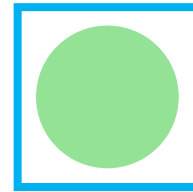
INFECTED



RECOVERED



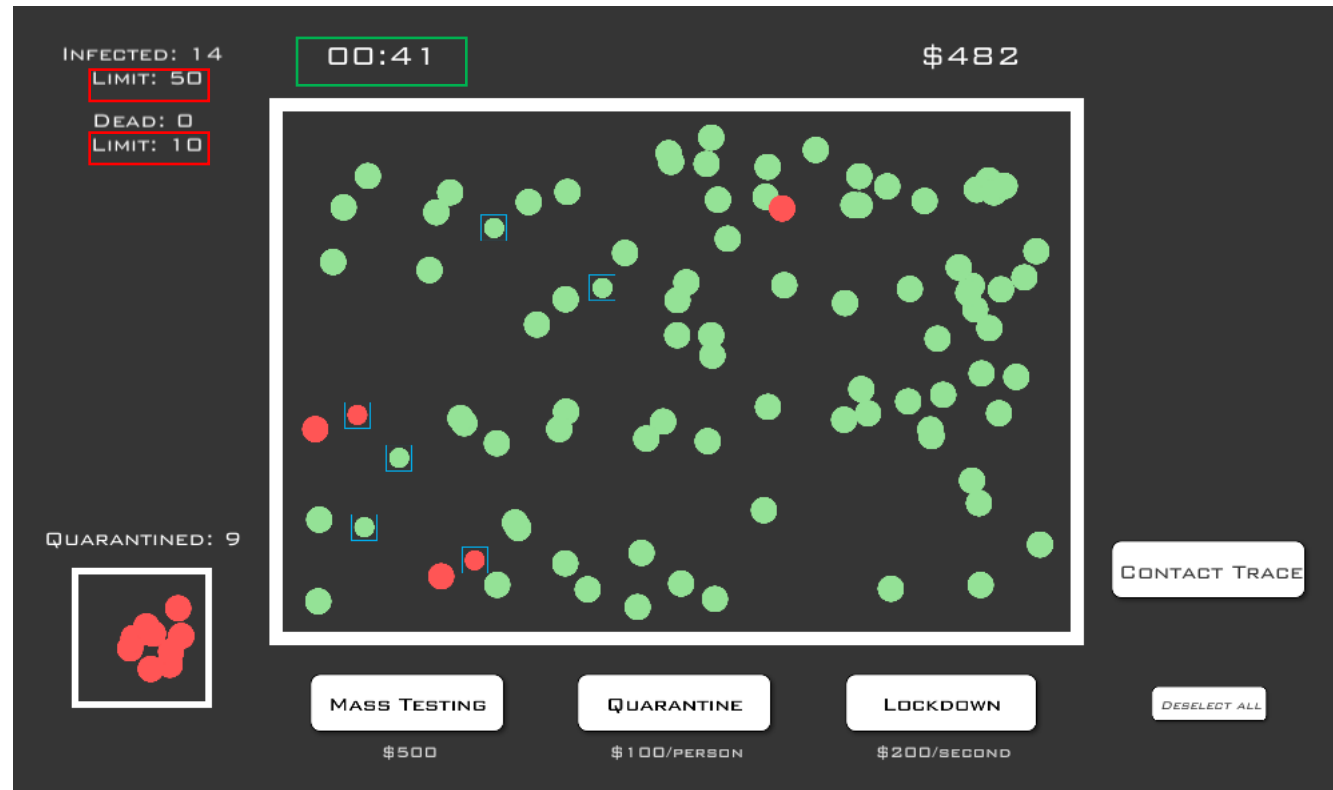
SELECTED



*: CHARACTER DISPLAYED AS HEALTHY COULD BE INFECTED BUT NOT DETECTED

OBJECTIVE

SURVIVE TO 00:00 WITHOUT EXCEEDING
INFECTED AND DEAD LIMITS



PLAYER ACTIONS

MASS TESTING

- TESTS ALL CHARACTERS
- UNDETECTED INFECTIONS (THOSE STILL IN INCUBATION) WILL BE REVEALED
- *(I PLAN TO ADD IN SINGLE PLAYER TESTING IN THE FUTURE, HOW DOES THAT SOUND?)*

QUARANTINE

- QUARANTINES SELECTED CHARACTERS
- A HEALTHY PLAYER CAN BE INFECTED WHEN PLACED INTO QUARANTINED TOGETHER WITH AN INFECTED CHARACTER
- CHARACTERS CAN RECOVER AND DIE IN QUARANTINE
- A CHARACTER CAN ONLY EXIT QUARANTINE IF RECOVERED/ NOT INFECTED

LOCKDOWN

- ALL CHARACTER MOVEMENT STOPS
- GAME TIMER STILL CONTINUES
- INFECTION/ DEATH/ RECOVERY CAN STILL OCCUR

PLAYER ACTIONS

CONTACT TRACE

- FIND ALL CHARACTERS THAT HAVE ENTERED WITHIN R_INFECTION OF SELECTED CHARACTER(S) IN THE PAST TRACING_TIME SECONDS
- THESE CHARACTERS WILL BE AUTOMATICALLY SELECTED
- *(I HAVE NOT ADDED IN MUCH ACCOMPANYING FEATURES TO THIS YET. WHAT ELSE WOULD BE GOOD? CLUSTER TRACING? COST?)*

PLAYER ACTIONS

- ESCAPE KEY: PAUSE/ RESUME/ BACK TO PREVIOUS MENU
- LEFT CLICK: SELECT CLICKED CHARACTER
 - CLICKING ON SAME CHARACTER WOULD DESELECT IT
 - +HOLD AND DRAG: SELECTION BOX (ONLY SELECTION NO DESELECTION)

OPTIONS MENU

The image shows a user interface for an 'OPTIONS' menu. It features a dark gray background with white text and buttons. At the top center is a rounded rectangular button labeled 'OPTIONS'. Below it, the word 'VARIABLE' is positioned to the left of a grid of 12 variable-value pairs. These pairs are arranged in three rows and four columns. Each pair consists of a variable name followed by a colon and its current value, all enclosed in a white rounded rectangular box. A vertical line connects the 'VARIABLE' label to the first box in the first row. Below the grid, the words 'CURRENT VALUE' are displayed. At the bottom center is a large rounded rectangular button labeled 'BACK'.

VARIABLE	1	2	3	4
	P_INFECTION: 0.002	QUARANTINE_TIME: 5.0	R_INFECTION: 30	TIMER: 60
	P_DEATH: 0.0001	DEATH_TIME: 5.0	INCUBATION_TIME: 5.0	MAX_INFECTION: 30
	P_RECOVERY: 0.0001	RECOVERY_TIME: 5.0	TRACING_TIME: 1.0	MAX_DEATH: 10

VARIABLES

- TIMER: TOTAL TIME TO SURVIVE TO CLEAR LEVEL
 - IN SECONDS
- MAX_INFECTION: YOU LOSE IF TOTAL INFECTIONS > MAX_INFECTION
- MAX_DEATH: YOU LOSE IF TOTAL INFECTIONS > MAX_DEATH

VARIABLES

- R_INFECTION: RADIUS OF INFECTION
 - IN PIXELS
- P_INFECTION: PROBABILITY “PER UNIT TIME” OF INFECTION WHEN WITHIN RADIUS R_INFECTION OF INFECTED PERSON
 - 1 UNIT TIME = DURATION OF 1 FRAME (DEPENDS ON COM)
- INCUBATION TIME: TIME DELAY BEFORE INFECTED PERSON TURNS RED
 - IN SECONDS
- P_DEATH: PROBABILITY “PER UNIT TIME” OF DYING
 - ACTIVATED WHEN INFECTION > DEATH_TIME

VARIABLES

- QUARANTINE_TIME: MIN TIME PERSON SPENDS IN QUARANTINE
 - ONLY EXITS QUARANTINE ZONE IF RECOVERED/ NOT INFECTED
 - IN SECONDS
- DEATH_TIME: CHARACTERS INFECTED FOR DURATION > DEATH_TIME MAY START TO DIE
 - IN SECONDS
- RECOVERY_TIME: CHARACTERS INFECTED FOR DURATION > RECOVERY_TIME MAY START TO RECOVER
 - IN SECONDS
- TRACING TIME: LAST CONTACT WINDOW FOR CONTACT TRACING
 - IN SECONDS

VARIABLES

- **P_DEATH:** PROBABILITY “PER UNIT TIME” OF DYING AFTER $\text{INFECTION_TIME} > \text{DEATH_TIME}$
 - 1 UNIT TIME = DURATION OF 1 FRAME (DEPENDS ON COM)
- **P_RECOVERY:** PROBABILITY “PER UNIT TIME” OF RECOVERING AFTER $\text{INFECTION_TIME} > \text{RECOVERY_TIME}$
 - 1 UNIT TIME = DURATION OF 1 FRAME (DEPENDS ON COM)
 - RECOVERED CHARACTERS CAN NO LONGER BE INFECTED