

WILL YOU SURVIVE?

By Karyna Novikova & Sofia Borodaenko

CULMINATING GAME OUTLINE



Scenario



Process



Purpose



Warnings



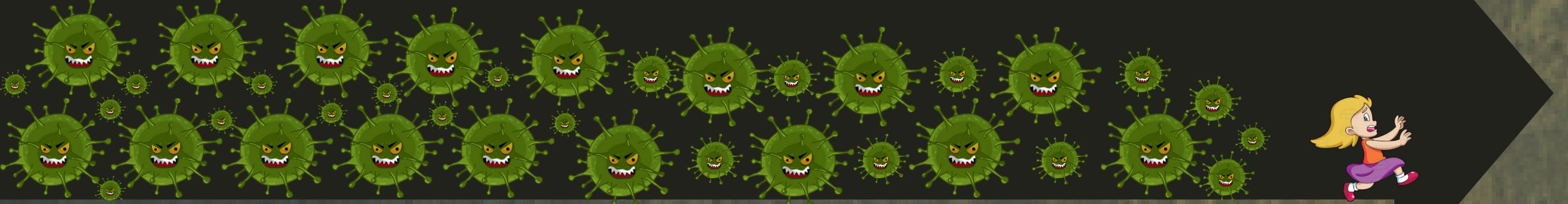
Map & Controls



Final

SCENARIO

The deadly virus is quickly spreading around the world, killing and infecting people of all ages. A young girl is stuck in one of the abandoned villages with viruses all around. She has to get to the safe house, but in order to do that, she has to finish certain tasks and get all the keys to unlock it.



PURPOSE

The purpose of the game is to get to the safe house without being hit by the viruses. It is still possible to survive 1 or 2 virus collisions, but the character immediately dies after the 3rd collision. In the safe house, the girl can finally reunite with her family and other survivors.



MAP & CONTROLS

Throughout the game, a map of the village is available to coordinate the movement of the character. The red star on the map will show  the next location. They are as follows: school, shop, post office, safe house. All the locations must be entered through the main doors and not from the side.



MAP VARIATIONS



CONTROLS

Movement of the character:

w - up

s - down

a - left

d - right

q - up and left

e - up and right

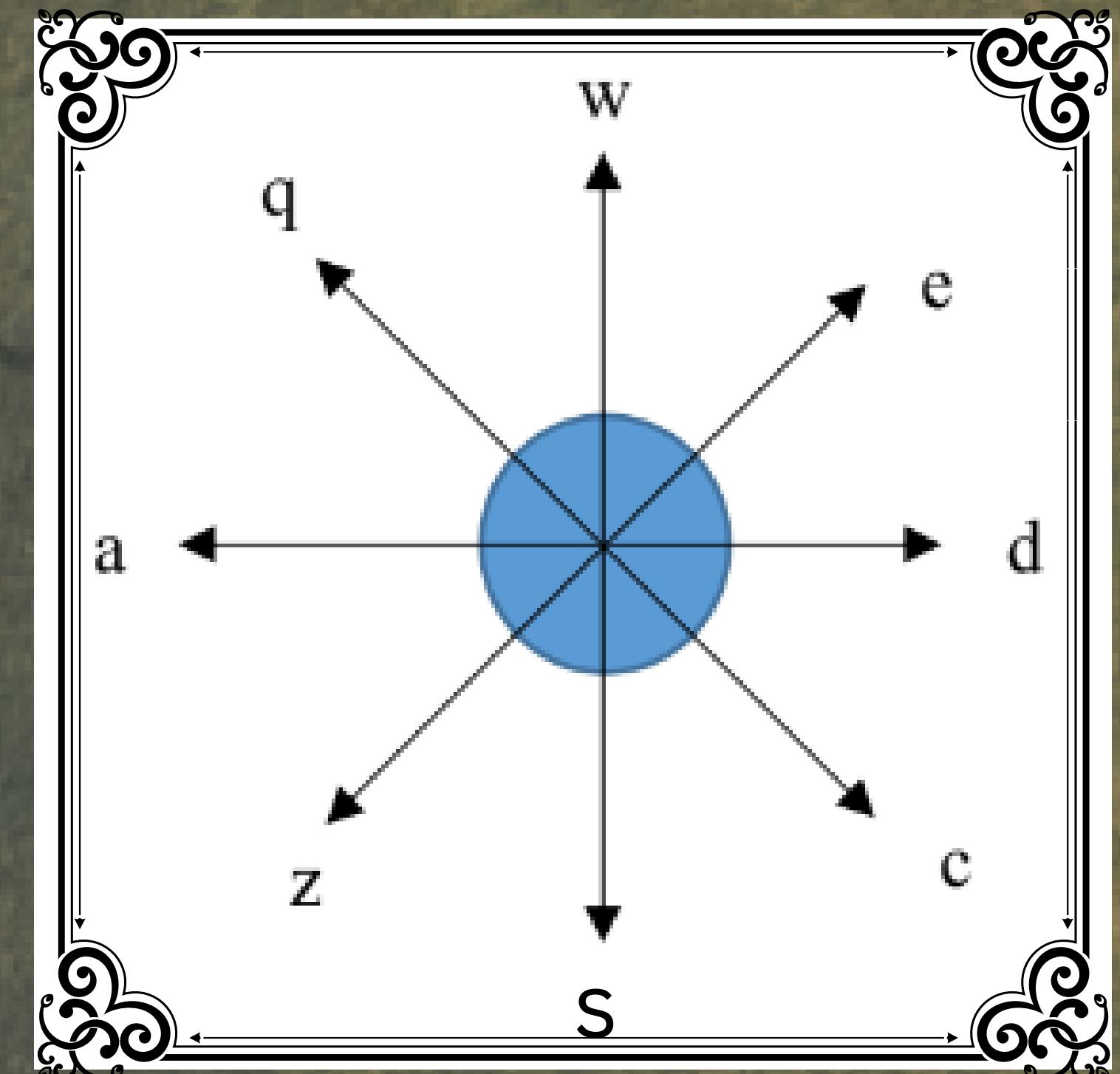
z - down and left

c - down and right

Additional keys:

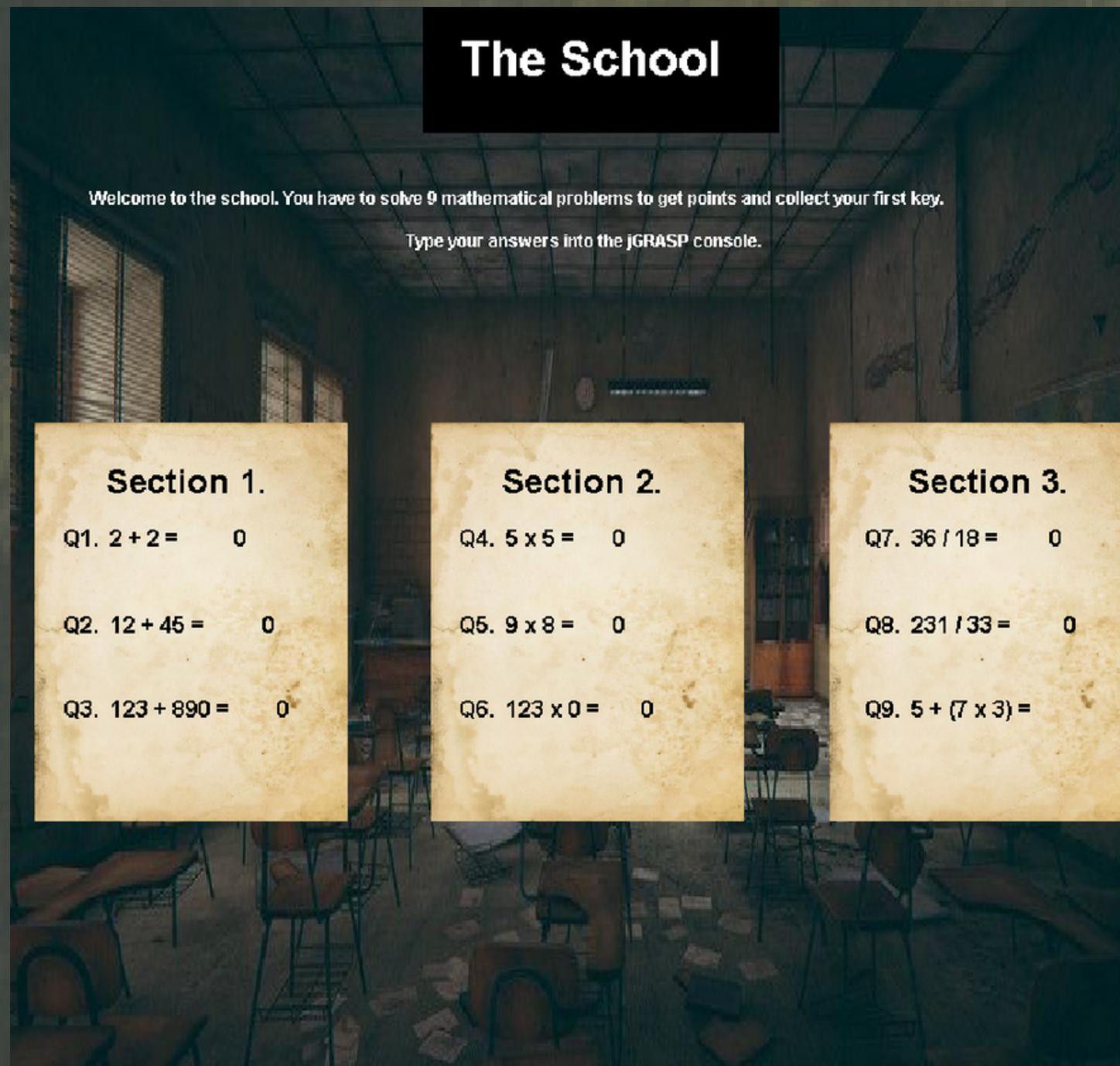
m - map

n - exit the location



PROCESS

The School



The first place the character goes to is the School. There she faces 9 Math Questions and has to answer them in the jGRASP console. The answer will appear on the screen with a result and given points for this result. If the percentage of correct answers is 80 or higher, the user receives 300 points. If it is between 50 and 80, the user receives 200 points. If it is less than 50, 100 points are given.

There is only one chance to pass this section.

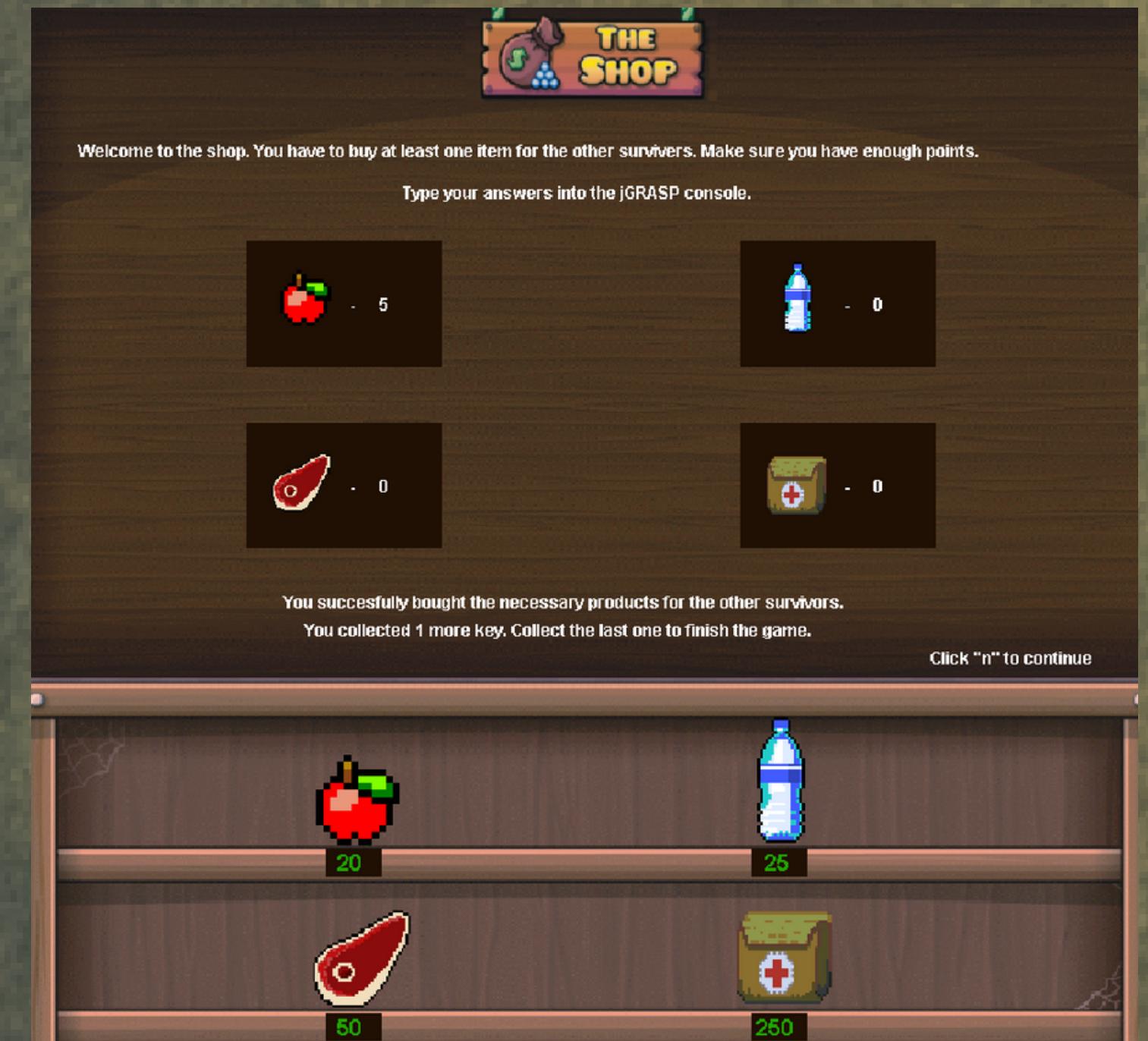
PROCESS

The Shop

The next station is The Shop. Here the character gets to pick products for other survivors for the points she just received in the School section. The user has to think carefully about what they want to choose and if they have enough points. The player inputs the amount of each product in the jGRASP console.

If the products that the player wants to purchase cost more points than they actually have, the method will be reset and the user have to input the quantity again and again until it fits into their budget.

Once the correct amount is entered, it gets drawn on the main game console.



PROCESS

The Post Office



The last destination that the character goes to is The Post Office. The task there is to write a message for future survivors in a specific format with the name and date. The message itself can be no more than 100 characters. The player inputs the answers in the jGRASP console. If the input does not follow the structure, the program asks again until the valid input is given.

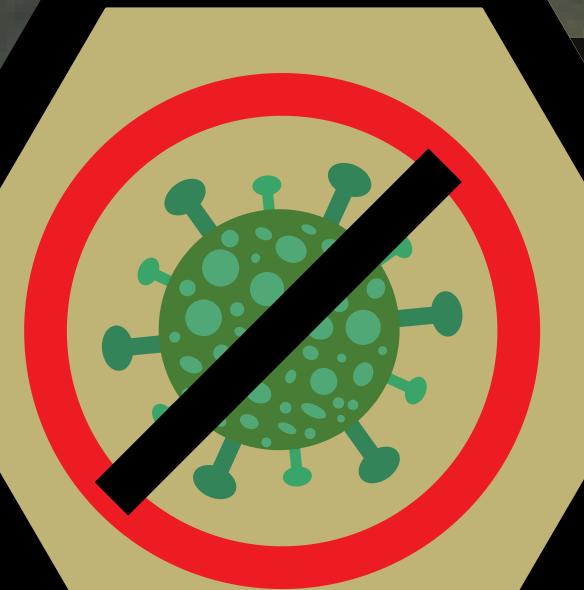
Once the format is correct, their message appears on the screen and they collect their final key.

WARNINGS



The game has 3 endings, depending on the amount of collisions with viruses. If the character hits 3 viruses, the program ends but there is an opportunity to play again. If the character reaches the safe house, no matter how many times the viruses were hit, there is no choice to retry.

The buildings can only be entered through the main entrance (wall). Other walls will only work as barriers.



NOW YOU ARE COMPLETELY READY
TO PLAY AND ENJOY THE GAME.

REMEMBER: RUN AWAY FROM VIRUSES AS
FAST AS YOU CAN IF YOU WANT TO SAVE
YOUR LIFE.

GOOD LUCK!

