**PATIENT ZERO**

Game Design Document

Created for

**Logo

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By

TEAM ZERO

Patient Zero:

A 2D-3D Billboard Virus infection game:

**Blurb:**

You live in the town of Paradise, where it has successfully eradicated all diseases, but you have caught something no scientist has seen before, and it is up to you to make paradise a lot less nice. Infect as many people as you can to completely stain the town in disease!

A screenshot of a video game

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**Gameplay:**

* Move around the open town infecting anyone who gets in your way!
* Some citizens are harder to infect and require extra effort in form of multiple minigames that the player must beat!
* If you manage to overcome the minigame the citizen will fall to the virus.
* Mini-games feature:
  1. Dance Dance Revolution (DDR) style mini game.
  2. Timed Maze mini game.
  3. Angry Birds style mini game.

**Features:**

* 3D town to explore!
* Minigames to play!
* Get rewarded with your progress with a shiny counter showing you just how many people you have infected!
* Original hand-drawn sprites!
* Original cutscenes and voice acting!

**Sourcing:**

* Sprites: Player and Mini-game sprites by the team.
  1. NPC Sprite: https://assetstore.unity.com/publishers/43141
* Music: Made by the team.
* Sound effects: NPC’s and Cutscenes by the team.
* Ambient sounds by: https://assetstore.unity.com/publishers/52638

A cartoon of a person smiling

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A cartoon character walking on a street

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