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**Design Document for:**

# **Zombies Geneticist Alleviation**

**The Combination of FPS & Strategy**

“Wonderful World!”™

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# Design History

This is a brief explanation of the history of this document and other related documents.

## Version 1.0

- 1<sup>st</sup> edition of design document.
- Other Document Story Bible
- Other Document High Concept Document

# Philosophy

## Game Overview

Zombies Geneticist Alleviation combines the best of two worlds, FPS (First Person Shooter), and MOBA (Multiplayer Online Battle Arena) to create the ultimate experience. The game has the fun and thrill of FPS, but the strategy and intellect of MOBA. The storyline has elements of action and adventure by including another race that will have creatures that we do not see in the real world. Also, the design is not in the present, but the future, to intrigue the player into the game. The levels are also in exotic areas, like 'Dubai' or 'The Amazon,' that would also entice the player.

The fun continues with having an arsenal of weapons to alleviate these Zombies, and is guided to use better tactics or strategies to remove more Zombies than just the use of guns. These tactics challenge your intellect by things like creating a virus that hinders ChromZ, the use of traps, specialized guns to have a greater affect and so on. These tactics or strategies would also implement real world tips, from experts in the field, to help the player in the real world. This would include: ways to handle stress, ways to be more productive and efficient, ways to have better focus on the task at hand and so on. Incorporating real world tips, and using this game to foster those skills is a major selling point of the game. Games are fun, but to enhance real world skills is even better!

Next, the rank of the player is also variable to the size of the Zombie population that has been extinguished. The more affective tactics the player chooses the higher in rank the player moves. Having the rank being directly related to the amount of Zombies removed gives one in context where they are, and how they are doing. However, there are structured levels that are completed that help the players rank, and give the player the sense of finishing the game. Finally, 'Zombies Geneticist Alleviation' is a combination of thrill and action adventure (1<sup>st</sup> Person Shooter), with the use of intellectual engagement (MOBA: Multiplayer Online Battle Arena).

# Feature Set

## General Features

FPS (First Person Shooter) & MOBA (Multiplayer Online Battle Arena)

Medium size FPS World

Large High Level Isometric view in MOBA

Keith (Player) Marines with the rank of Private Player

Katie also in the Marines, expert in Chemistry

Charles also in the Marines, expert in Explosives

3D graphics

Engagement of intellect through problem solving.

Give the player experiences to help them do better in the real world

## Gameplay: Equipment, Vehicles, Weapons

Guns arsenal

Ammo Kits to refill ammo.

Health drinks to regain ones health.

Bio-weapons to limit ChromZ or to kill ChromZ.

Explosives to kill the Alien Zombies.

Exotic Areas or fun levels to be in.

Building & Research Robots to help you to find methods to alleviate ChromZ.

Military futuristic air craft, helicopters and vehicles for transport.

Explosives: Hand Grenades, C4, Nuclear

## Gameplay: Animals Creatures in the World

Dogs & Cats

'Limbo' Aliens are small looking elephants that use their ears to fly.

Zombies Enemy

ZombiesX Enemy

Kantine Enemy

Other Zombie Mutations

## Editor

Unity 3D Editor for simplicity.

# Game World

## Overview

Aliens at planet Kutar were not hostile, in fact we dwelt well with the species. Trading our knowledge with theirs building anti-gravity space ships, and the aliens building microprocessors and computers. It is odd how two different intellect beings from two separate solar systems went down different roads of advancement. Humans of Earth advanced with computer systems, while aliens of planet Kutar advanced in material geneticist, structured changing of a materials DNA, to create things like anti-gravity space ships.

However, with advancement requires responsibility, which neither of our races has strongly attended to. There were safety protocols in place to stop this, but the people in charge were not intelligent and crafty as they should have been. Also, the strive for power ended up turning these safety protocols from barriers to weapons to squelch and destroy anyone who didn't believe in there ideology. This was a devastating time, before existed two races coexisting together, and now with the strive of power, the poverty rate is at levels no one has seen. This tremendous agony manifested itself, by a Bio-Genetic company with an uncontrollable virus "ChromZ" that only bonded with the Aliens DNA. Creating ALIEN ZOMBIES!

Can you restore what others have failed? Can you extinct this evolved virus "ChromZ," which will bring both races to extinction? Can you undo the past which caused some to be corrupted by Power and Greed? Take out as many of these Zombies as you can! And stop this geneticist from dropping us deeper and deeper to the bottom of the Food Chain!

## World Feature Overview

The setting is on planet Earth and specifically in high ChromZ infection areas.

### **FPS World Feature/ Level #1 The Great Beyond**

The player starts at a small infection area within a Research Facility. The area is tropical, and close to the Amazon River. It is a good area for a Private in the Marines to learn the ropes. The game shows major functionalities of the game, and ends trying to get out of the facility unharmed.



(Aggregated Pictures Cited Below)

### **MOBA World Feature / Level #2 Onward**

After fleeing the facility by helicopter, you fly to Dubai a safe zone to be de-briefed. The player sets up camp in an area north of Dubai to gather resources. You also set up a research facility. Then, the combat begins! Local infected ChromZ Enemies made their way to your camp. But, a local army helped you fight them off, and gave you defenses to keep them out.



(Aggregated Pictures Cited Below)

### **MOBA World Feature / Level #3 Strong Hold**

You set up another base camp in Israel. To increase you defenses, and to create a virus that hinders ChromZ.





(Aggregated Pictures Cited Below)

### **FPS World Feature / Level #4 Continuation**

Enemies come from all areas in a mission! The mission is in a Turkey underground facility and you have little time to get out unharmed. You were there to download some research that could easily detect the virus ChromZ. At the End you meet a Boss 'Zumus' that you must beat who has wings and shoots fire out of his hands and feet.



(Aggregated Pictures Cited Below)



# Player Characters

Your players name is Keith, a young man in the Marines who has some strong qualities in the Military, and a strong intellect. Keith is the only character the player plays in the game.

## Character: Keith (PLAYER)



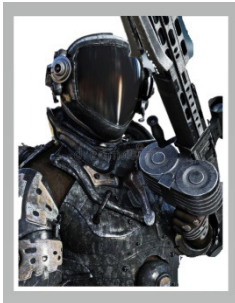
Keith is a younger man age 27, and in the Marines. He has various qualities that are barely uncovered including fighting skills and a strong intellect. He had a tough childhood which enhanced his skills. He has two friends in his squad Kate and Charles who accompany him in the levels. However, he has a low rank in the military, but seems to be destined for greatness. His low rank should not fool you because he seems to outpace the rest of his squad, especially in strenuous situations. This gift along with his strong intellect makes him a good candidate to alleviate the Zombies.

(Aggregated Picture Cited: <https://image.shutterstock.com/z/stock-photo-futuristic-ranger-space-marine-surveying-the-battlefield-d-rendering-472300315.jpg>)

## Non-Player Characters

To accompany Keith is Katie and Charles who assist Keith in the missions, and have various qualities. Also, there are teams of robots who stay at home base, some are in research, and others build items. However, the robots need Keiths help because there intellects are a little primal, but they are productive. Last, there is also the Kutar Aliens, along with the different genetic Mutations of Zombies.

## Character: Katie



Katie is a friend of Keith and they met by being in the same Marines squad. She has a strong background in Chemistry, Biology, and molecular design. She goes with Keith into combat. She can design special chemical weapons, and clever viruses to inhibit the rapid virus ChromZ, and her main goal is to heal teammates after taking damage.

(Aggregated Picture Cited: <https://thumbs.dreamstime.com/b/pose-marine-de-l-espace-futuriste-dans-une-combinaison-spatiale-avec-l-arme-73090895.jpg>)

## Character: Charles

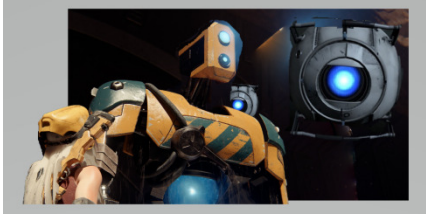


Charles is a friend of Keith, and they were friends since high school. They also so happened to be in the same squad. Charles has a strong background in explosives from Nuclear, to C4, to hand grenades. He goes with Keith into combat. His expertise goes from the micro, hand grenades; to the macro, Nuclear Explosives. He inhibits ChromZ with various ranges of explosives.

(Aggregated Picture Cited: <http://www.nationalsecurity.news/wp-content/uploads/sites/23/2016/03/high-tech-soldier-715x403.jpg>)

## Character: Research Robots & Build Robots

The robots stay at home base and aid in Research and Building, in Chemistry, weapons, bio-weapons, and explosives. These robots were designed to do the busy work and test trials for humans, but the need humans help to know what to do. Keith guidance seems to help them the most.



(Aggregated Picture Cited: [https://www.google.com/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwjK24u8p7bdAhWd8YMKHbLGDtcQjRx6BAgBEAU&url=https%3A%2F%2Fwww.pastemagazine.com%2Farticles%2F2015%2F07%2Fthe-10-best-videogame-robots.html&psig=AOvVaw2\\_NX5Y2b\\_1WCz0l0sq6gNW&ust=1536870637583503](https://www.google.com/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwjK24u8p7bdAhWd8YMKHbLGDtcQjRx6BAgBEAU&url=https%3A%2F%2Fwww.pastemagazine.com%2Farticles%2F2015%2F07%2Fthe-10-best-videogame-robots.html&psig=AOvVaw2_NX5Y2b_1WCz0l0sq6gNW&ust=1536870637583503), & <http://www.wallpaperbetter.com/wallpaper/413/737/154/recore-robot-video-game-1080P-wallpaper.jpg>)

## Character: Kutar Aliens



Kutar Aliens from planet Kutar who humans coexist with. The races expertise is material geneticist, structured changing of a materials DNA, to create things like anti-gravity space ships. Some of them live on earth, but most of them like their home in Kutar. ChromZ affects these aliens so they do have to be quarantined and separated from the virus.

(Aggregated Picture Cited: [https://i.dailymail.co.uk/i/pix/2017/02/08/23/0449A130000003E8-0-image-a-1\\_1486597934124.jpg](https://i.dailymail.co.uk/i/pix/2017/02/08/23/0449A130000003E8-0-image-a-1_1486597934124.jpg))

## Character Enemies: Zombies, ZombieX, Kantine

Zombies, ZombieX, and Kantine are the most common gene mutations. These are Kutar Aliens infected with ChromZ. These monsters are very vicious and should be taken with extreme caution. The virus originated from the study and research of DNA genetics, which is the Kutar Aliens specialty that went badly wrong. Kantine are the most dangerous while ZombieX does little damage.

(Aggregated Picture Cited: <https://videogamechoochoo.com/wp-content/uploads/2017/06/mh-690x350.jpg>,

[https://vignette.wikia.nocookie.net/alienfilm/images/a/a3/Scary\\_Movie\\_Aliens.jpg/revision/latest?cb=20130619014158](https://vignette.wikia.nocookie.net/alienfilm/images/a/a3/Scary_Movie_Aliens.jpg/revision/latest?cb=20130619014158), <https://images.vice.com/vice/images/content-images/2015/02/17/theyre-spreading-dangerously-but-zombie-video-games-are-still-pretty-cool-218-body-image-1424175872.jpg>)



# Game Engine Unity 3D

This game will use the Unity 3D engine. It is a great platform to design 3D games, and a powerful enough platform to design in. Also, Unity does a great in rendering and keeping track of Scenes, and Game Objects.

## Gameplay Mechanics & Implementations

### Ramification of Choices

- The goal is to find more effective ways to eradicate the ChromZ virus. This is also a ramification as one goes through the levels, they find better ways to eradicate the virus, and to achieve a higher rank!

### Game Elements

- **Experience points:** gained by going through the levels. Experience points can be spent by building more research or building facilities, more robots, or purchasing gun and explosives.

### Rules of Play

- As the player completes levels, the player will have better weapons and bio-weapons to remove the Zombies, the more Zombies removed the high the rank he will achieve.
- Player has to be attentive to his home base with defenses. One can create great things, but if there are not protected, then the player may have to rebuild.

### Player Keith

- Has 2 separate guns to shoot: a Pistol, regular Gun, and Bio-Weapon Gun
- Has special ability's like opening doors, hacking computer systems, driving vehicles.
- Has a higher rank of the total number of Zombies extinguished.
- **MOBA Mode:**
  - Starts research projects to build better weapons.
  - Builds defenses with Build Robots.
  - Builds vehicles, weapons, bio-weapons with Build Robots.

### Friend Kate

- Heals players after taking damage.
- Has Bio-weapons to try.
- Helps to assist Keith in combat missions.
- **MOBA Mode:**
  - Suggest good research projects to try.
  - Makes robots build and research faster.

### **Friend Charles**

- Has strong explosives to take out Zombies.
- Has multiple explosives that annihilate Zombies.
- Helps to assist Keith in combat missions.
- **MOBA Mode:**
  - Suggests good explosive research to try.
  - Makes 20% stronger impact explosives with the Build Robots.

### **Kutar Aliens:**

- Helps to guide the team to interesting things or highly powerful weapons.
- Shows them where to get the research to have a virus to hinder ChromZ.
- Also, the place to get the research to detect ChromZ

### **Enemies Zombies, ZombieX, Kantine**

- ZombieX is by far the least lethal, but down right annoying.
- Regular Zombies cause medium damage.
- Kantine cause the most damage of the three.
- Bosses like 'Zumus' cause the most damage or XL damage.

## **Systems**

### **MOBA Research Facility**

- Runs desired projects by what the player is interested in.
- So called research robots carry out this task.
- Tasks each take a different amount of time and resources.
- Task include: Bio-Rifle, Plasma Fence, Quick Nuc ...

### **MOBA Build Facility**

- Build desired projects by what the player is interested in.
- Build Robots carry out this task.
- Each build takes a different amount of time and resources.
- Builds include: defenses, Guns, Bio-weapons, and things made by the research facility.

### **Real World Tips for Real World**

- Interview people in different fields (Business, Military, Successful People ...)
- Ask them what they would implement into the game to give the player in the game real world help.
- Consolidate all their thoughts and implement into the game.

### **MOBA Defenses**

- Defenses have health and need to be repaired or replaced periodically from Zombies attacking the defenses.

### **Kutar Aliens:**

- Induce the Narrative of the Game. They Tell the next important places to go, which is the next level

### **Enemies Zombies, ZombieX, Kantine**

- **ZombieX:** least lethal, are easily killed by a punch, and are easily removed by a lawn mower.
- **Regular Zombies:** cause medium damage
  - Move in a twin sinusoid manner. If there get close to a human moves erratically.
- **Kantine:** cause the most damage of the three.
  - Hard to kill, has lots of health.
  - Shoots spikes that causes player damage.
- **Bosses like ‘Zumus’:** cause the most damage or XL damage.
  - Large and lots of health.
  - Shoots fire out of hands and feet that causes player damage.

### **Weapons**

- **Pistols Cause Small Damage:** Magnum, regular Pistol, PP7, M9, M6G PDWS
- **Regular Guns cause Medium Damage:** Pancor Jackhammer, Desert Eagle, Scorpion, XM8, H&K G11, Cobray Street Sweeper, Walther WA-2000, S&W 500, MP7, Bushmaster ACR, and Fanchi SPAS12
- **Explosive Guns cause High Damage:** Rocket Launchers, Grenade Launchers, Bio-weapons.
- **Bio-Guns:** cause damage, but have a unique effect and also a damage effect. Like hindering the enemies health, burns the enemy to hinder there health, auto-cites the enemy and so on.

### **Explosives**

- Hand Grenades, Incendiary Grenades, Nuclear Bombs, Bio Bombs.
- Causes the Enemy to instantly die within a small range otherwise, causes some damage out of that range.

## **Camera**

**FPS Mode:** The camera will follow the player ‘Keith,’ and his two friends Katie & Charles will accompany him to help him in the mission.

**MOBA Mode:** The camera will be in an isometric view, to have the player see from above.



## Visual Examples

### MOBA North Dubai Desert Arena



(Aggregated Cited Picture: <https://www.devicedaily.com/wp-content/uploads/2017/12/02-Top-15-Best-RTS-Real-Time-Strategy-Games-for-2017.jpg>

<https://image.shutterstock.com/z/stock-photo-futuristic-ranger-space-marine-surveying-the-battlefield-d-rendering-472300315.jpg>

<https://thumbs.dreamstime.com/b/pose-marine-de-l-espace-futuriste-dans-une-combinaison-spatiale-avec-l-arme-73090895.jpg>

<http://www.nationalsecurity.news/wp-content/uploads/sites/23/2016/03/high-tech-soldier-715x403.jpg>

## Level #1 The Great Beyond



(Aggregated Pictures Cited: [https://images-na.ssl-images-amazon.com/images/I/71%2BO4Zln2uL.\\_AC\\_SL1280\\_.jpg](https://images-na.ssl-images-amazon.com/images/I/71%2BO4Zln2uL._AC_SL1280_.jpg)

[https://d1u5p3l4wpay3k.cloudfront.net/fallout\\_gamepedia/thumb/e/ec/Saturnite\\_Alloy\\_Research\\_Facility.jpg/320px-Saturnite\\_Alloy\\_Research\\_Facility.jpg?version=49db71398a991098dce505ad38f3e87c](https://d1u5p3l4wpay3k.cloudfront.net/fallout_gamepedia/thumb/e/ec/Saturnite_Alloy_Research_Facility.jpg/320px-Saturnite_Alloy_Research_Facility.jpg?version=49db71398a991098dce505ad38f3e87c)  
<https://atthebuzzerpodcast.files.wordpress.com/2012/09/black-mesa-research-facility.jpg>)

## Level #2 Onward



(Aggregated Pictures Cited: <http://thenextweb.com/files/2010/01/specops.jpg>  
<https://business.transworld.net/wp-content/blogs.dir/1/files/2016/03/ken-block-dubai.jpg>  
<http://dubai.adzshare.com/files/sites/21/2014/06/158589-593x315.jpg>  
<http://whatson.ae/dubai/wp-content/uploads/2016/08/Screen-shot-2016-08-28-at-2.24.58-PM.jpg>)

## Level #3 Strong Hold



(Aggregated Pictures Cited:  
[https://images.jpost.com/image/upload/f\\_auto,fl\\_lossy/t\\_Article2016\\_ControlFaceDetect/399816](https://images.jpost.com/image/upload/f_auto,fl_lossy/t_Article2016_ControlFaceDetect/399816)  
<https://www.google.com/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwiWqajalLndAhUa3YMKHfeuCuQQjRx6BAgBEAU&url=https%3A%2F%2Fwww.emaze.com%2F%40AOCCICCL&psig=AOvVaw3hfGCTcnsgpP63bj9cU3M&ust=1536968635806382>  
<https://www.google.com/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwiIsvvylLndAhVI9IMKHc17C10QjRx6BAgBEAU&url=https%3A%2F%2Fen.globes.co.il%2Fen%2Farticle-israels-population-exceeds-89m-on-eve-of-5779-1001252856&psig=AOvVaw3hfGCTcnsgpP63bj9cU3M&ust=1536968635806382>  
[https://d2v9y0dukr6mq2.cloudfront.net/video/thumbnail/JrbItQz/science-fiction-futuristic-circle-shape-loopable-4k-4096x2304\\_vyhdvy5bx\\_\\_F0000.png](https://d2v9y0dukr6mq2.cloudfront.net/video/thumbnail/JrbItQz/science-fiction-futuristic-circle-shape-loopable-4k-4096x2304_vyhdvy5bx__F0000.png))



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[https://www.google.com/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwiAh\\_TN17ndAhVNMawKHR\\_aC8EQjRx6BAgBEAU&url=http%3A%2F%2Fperfsience.com%2Fcontent%2F2144782-hair-protein-analysis-could-replace-dna-profiling-future-research&psig=AOvVaw07151TTYqaYzIU8fS68c53&ust=1536969457375934](https://www.google.com/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwiAh_TN17ndAhVNMawKHR_aC8EQjRx6BAgBEAU&url=http%3A%2F%2Fperfsience.com%2Fcontent%2F2144782-hair-protein-analysis-could-replace-dna-profiling-future-research&psig=AOvVaw07151TTYqaYzIU8fS68c53&ust=1536969457375934)

## Level #4 Continuation



(Aggregated Pictures Cited:

[https://www.turkeyhomes.com/img/content/thumb\\_big\\_wide\\_de9e395a7347df3b3d49055c05b7d4d4.jpg](https://www.turkeyhomes.com/img/content/thumb_big_wide_de9e395a7347df3b3d49055c05b7d4d4.jpg)

<https://i.kym-cdn.com/photos/images/original/000/490/578/3d7.jpg>

<https://cdn.cnn.com/cnnnext/dam/assets/161020121532-vital-signs-video-games-spc-a-00035516-exlarge-169.jpg>

<https://www.ufrgs.br/vitrinetecnologica/wp-content/uploads/2018/07/10.jpg>)