

Module 1 Game, Revenge of the Virus

1) What is the feeling you are trying to invoke?

We want the player to feel like they want to beat it. The player should be determined to get to the end of the level or mission and be able to accomplish the goal with a high level of satisfaction.

2) What are your top 2-3 player experience goals, which will invoke that feeling?

- 1.) Death
 - a.) Several ways to die which include by enemies, environment, and/or time-limit.
 - b.) Each way to die will have different death animations.
 - c.) Each death will come with a consequence.
- 2.) Difficulty
 - a.) Constant barrage of enemies
 - b.) Enemy behavior
 - c.) Environment obstacles/behavior
- 3.) Fun
 - a.) power ups to help your quest
 - b.) different type enemies/difficulty keeps the game fresh and innovative

3) Elevator pitch: describe your game to a potential investor in 20 seconds or less

Can a virus feel? Cause this one can and its out for revenge against the tyranny of the bacteria that killed his father. Control this young virus as it learns to kill the bacteria and becomes a cold blooded killer. Will he be able to avenge his father? Only you can decide.

4) What are the formal elements of your design, and how do they contribute to the experience goals? (Since this is a development/art class, pay particular attention to how the underlying simulation and the visual aesthetic contribute)

- a. **Players**
1 player
- b. **Objectives**
Infect the bacteria while surviving
- c. **Procedures**
Move left, right, and jump with the character and use different attacks to kill enemies
- d. **Rules**
Stay in the screen area. Have fun ;)
- e. **Conflicts**
Enemies, environment, and time
- f. **Boundaries**
Stay within in the map which is in the screen
- g. **Outcomes**
Beat the bacteria hence multiplying the virus

h. Challenge

Tough game mechanics

i. Play

Due to the different ways of death, power-ups, and enemy types the game will be somewhat replay-able

j. Aesthetic

Gory.

k. Story

You are a young virus whose farm was burnt down by the evil bacteria. The fire then killed your father and you're out for revenge.