Terminator

Anti-pandemic Warrior

Team 13

Project 2

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ABOUT US

THREE 2 ONE

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STORY

- A coastal metropolis with four districts is in chaos and stricken by the horrible pandemic VOPID-141!

- Citizen's lives and the urban resources are at stake! The whole city is on the verge of destruction. Unfortunately, the man in charge has just been impeached for his ingovernment at the early stage of the outburst of the pandemic!

- Appointed as the mayor, it's your job to save as many lives as possible in the four districts with only limited amount of critical resources and control points.

- Each area corresponds with its own 3 types of Control Points (CP) most importantly indicating the overall drop in health threat of the virus of the city.

- Albeit impacted by other types of more specific CPs, the higher the overall CP, the lesser of a health threat the pandemic and thus more lives will be saved.

STORY

- Each district also has its distinctive value of Critical Resources (CR) which demonstrates the maximum capacity of a district to offer material support to others.

- Out of humanism in trans-regional assistance, the ultimate concern of the city is how to assign one district to provide material and financial aid to another by transfering the CR in a way that is most humanistic and efficient as well.

- After all, Redistribution of CR is the only factor you can control to maintain the balance of CP and save lives where it's most needed..

- Good Luck! Now you will take over LosSantos, SanAndreas, LibertyCity and ViceCity.

Simplicity + Minimalism

=

Delicacy + Entertainment

CONTROLLING

The SIMPLEST operation:

Click on the colorful dot scatters which represent four districts. Then click on another target to transfer CR between districts.

The most INTERSTING mechanism:

The effect of CR on CP differs from the attributes of the origin and destination of CR.

Transferred CR both increase or DECREASE the CPs in each area at a certain different ratio, which brings the potential risk of a huge drain on a certain type of CP while making others surge in a district.

MAIN PURPOSE

As a terminator, the player can only end the pandemic by earning as many overall CP as possible and NEVER EVER letting any district's CP drop to 0. That means the ultimate destruction of one district and the end of the game.

According to the efficiency of CR's increasing the regional and overall CP and the practical situations of each districts in the game, the player has to make wise calls about when and where to transfer CR which is rather limited.

Overall, Terminator tried to recreate for the players the scenario where countless medical workers, policy makers and all the other concerned parties had to make tough decisions facing extremely stressful situations just to save our lives and protect our countries as best as they can during the real pandemic COVID-19 last year. May their great spirit inspire us.

SCORING

Depending on the difficulty setting, maintaining the 3 regional CPs above 0 in a certain duration leads to victory.

The score for your attempt is the overall CP, the gross health threat drop of the pandemic in 4 districts.

Alternatively, any of the CPs hitting 0 would instantly indicate your failure at this level.

MAIN APPEAL AND FEATURES

Highly Customized User Control

It's the user who makes all the decision how to transfer the CRs between districts and this leads to thousands of combinations and game results.

Simple yet Ingenious Operation

The transference of CR is simply achieved by clicking twice on its origin and destination chronologically which is intuitionally handy to get started.

Minimalist User Interface

The map shows four districts with distictive irregular geometry according to the story background and the CP value is indicated by the shade of color in each districts.
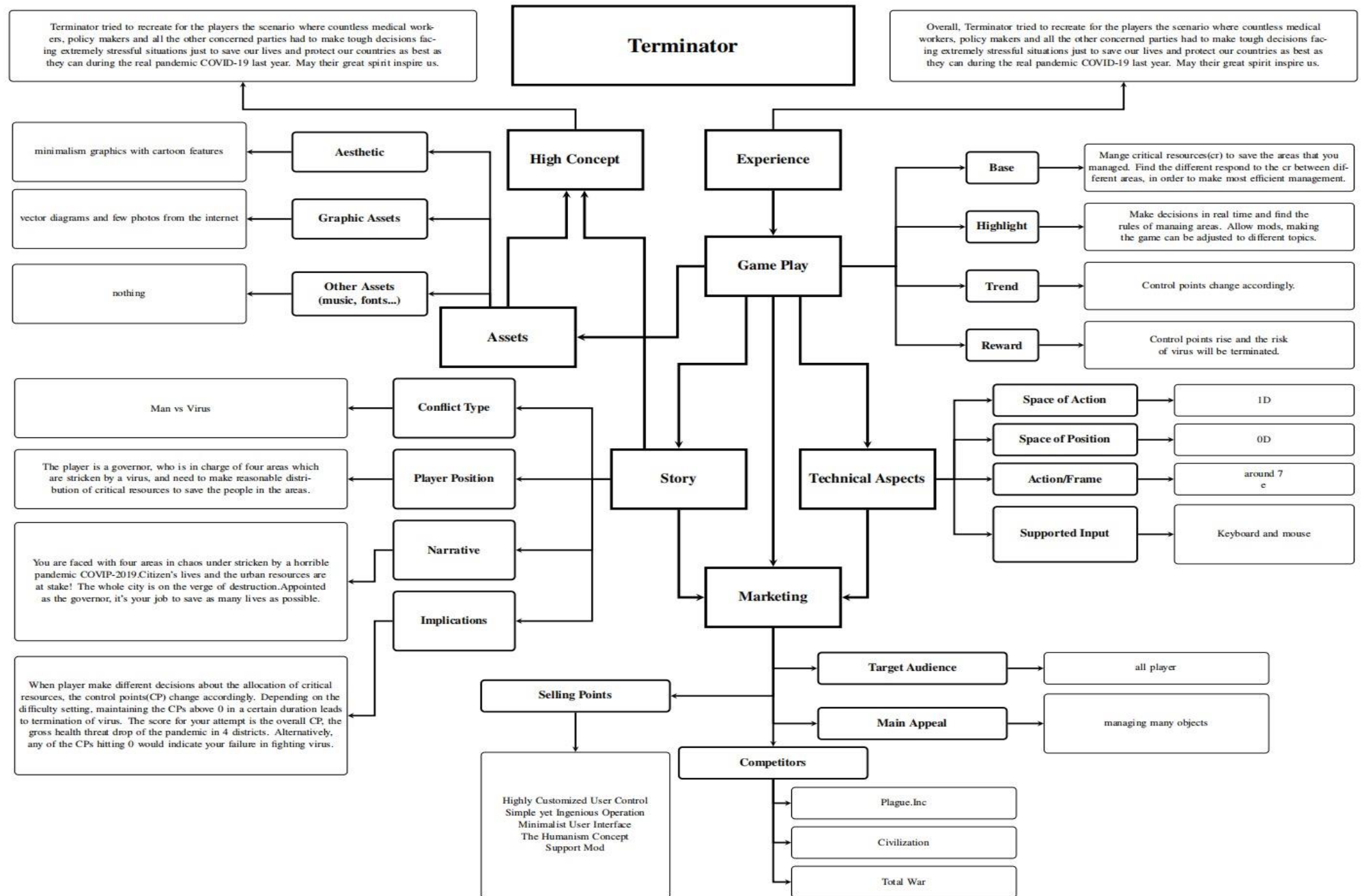
The Humanism Concept

The whole idea of game is based on trans-regional assistance and the players, more often than not, are pressed to make moral decisions balncing the safety of districts lightning fast.

Mod Diversity

Allowing making brand new mods, to transfer the game into a brand new one!

PITCH DIAGRAM

Terminator

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High Concept

Experience

Aesthetic — minimalism graphics with cartoon features management.

Graphic Assets — vector diagrams and few photos from the internet

Other Assets (music, fonts...) — nothing

Assets

Game Play

Base — Mange critical resources(cr) to save the areas that you managed. Find the different respond to the cr between different areas, in order to make most efficient management.

Highlight — Make decisions in real time and find the rules of manaing areas. Allow mods, making the game can be adjusted to different topics.

Trend — Control points change accordingly.

Reward — Control points rise and the risk of virus will be terminated.

Conflict Type — Man vs Virus

Player Position — The player is a governor, who is in charge of four areas which are stricken by a virus, and need to make reasonable distribution of critical resources to save the people in the areas.

Narrative — You are faced with four areas in chaos under stricken by a horrible pandemic COVIP-2019.Citizen's lives and the urban resources are at stake! The whole city is on the verge of destruction.Appointed as the governor, it's your job to save as many lives as possible.

Implications — When player make different decisions about the allocation of critical resources, the control points(CP) change accordingly. Depending on the difficulty setting, maintaining the CPs above 0 in a certain duration leads to termination of virus. The score for your attempt is the overall CP, the gross health threat drop of the pandemic in 4 districts. Alternatively, any of the CPs hitting 0 would indicate your failure in fighting virus.

Story

Technical Aspects

Space of Action	1D
Space of Position	0D
Action/Frame	around 7 e
Supported Input	Keyboard and mouse

Marketing

Target Audience — all player

Main Appeal — managing many objects

Selling Points — Highly Customized User Control / Simple yet Ingenious Operation / Minimalist User Interface / The Humanism Concept / Support Mod

Competitors — Plague.Inc / Civilization / Total War

List of References

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