

Status Report Nº1

Team:

- Luis Díaz: programming.
- Tomás Villaseca (leader): game design, art and sound.
- Eventually external people.

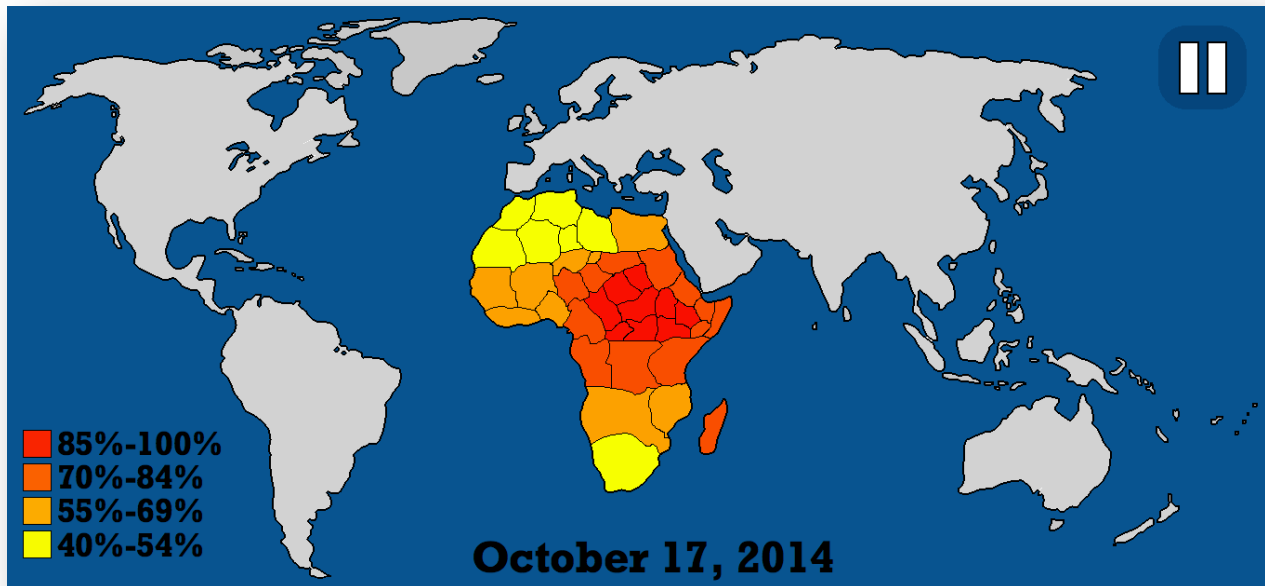
Tasks:

- Game concept: Tomás
- Programming: Luis
- Prototype design: Luis
- Level design: Luis
- Music: Tomás
- Sound Effects: Tomás
- Art: Tomás
- Investigation on the subject: both
- Testing: friends and both of us

Game Concept:

- **Title:** Disease Hero
- **Game genre:** Real Time Strategy (RTS)
- **Game mechanics:** the protagonist has to eradicate the most important and devastating diseases in the world. To do that he will have drugs to slow down the epidemics, another ones to eliminate them and information campaigns in order to educate people on prevention. All these operations require money and people who are willing to help, so the protagonist must travel across the world relating with pharmaceuticals, raising funds from donors and funding researchers working for better or newer cures. As time passes, epidemics thrive and expand, including the possibility of crossing borders (with the exception of impassable natural boundaries). When the player eradicates a disease, he will have to win a minigame related to it and the place where it occurs (e.g a shooter where you are a drug travelling through veins shooting and killing Chagas parasites)
- **Camera:** the camera will be fixed most of the game. The main screen will be the world map (with the option of zooming by pinch). In some minigames the camera will be like it is in side scroll shooters.
- **Control:** on this map the player will have available different travel options, with their associated costs and goals. He will also have real time information on how diseases spread and increase in number of infected and deaths.

- **Win/lose conditions:** the player loses when the diseases spread across the whole world or they surpass a threshold depending on the difficulty chosen. The player wins when he eradicates all the diseases in the world.
- **Target market:** everyone.
- **Objective:** to make people aware of the conditions in which millions of people live worldwide. To do so this game will have medical advice and research in the subject to deliver reliable information in a didactic way.
- **Simulated screen:** the following picture shows how will look the main screen, without showing the control and interactive elements.



References:

- The work done by humanitarian-aid organization *Doctors Without Borders*.

Technology platform:

- **Target device:** iPhone, and eventually iPad after finishing this course.
- **Programming language:** Objective-C.
- **Game engine:** Cocos2d for iPhone.