

# GAME DESIGN DOCUMENT

## E1N1: Search for the Cure



## E1N1

Search for the Cure

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## **Game Analysis**

In E1N1: Search for the Cure, you play as a scientist during the beginning of the pandemic trying to make a cure for the E1N1, a virus that makes you look like the first infected. The game is a platformer, where the player will collect different ingredients for the cure while trying to dodge infected people through the 4 levels. The purpose of the game is to promote Social Distancing, and is done by causing the player to take damage if too close to an enemy. The game is just challenging enough while being easy enough for younger kids to play.

## **Mission Statement**

The year is 2024, and a pandemic, a virus dubbed the "E1N1", which causes the victim to look like the first infected, is ravaging through the nation. In E1N1: Search for the Cure, an Adventure-Puzzle Platformer game for Windows 10, the player searches for ingredients to make a cure for this mysterious virus, all while trying to social distance.

## **Genre**

Adventure-Puzzle Platformer

## **Platforms**

Windows 10



## **Target Audience**

The intended audience is the Platforming community, with emphasis on younger kids ages 8 through 12. This target audience would prefer a slower-paced game compared to a First Person Shooter or an Action-Packed game.

## Storyline & Characters

The year is 2024. A pandemic, an unknown virus dubbed the “E1N1”, is ravaging the nation. You play as a scientist looking for a cure to the mysterious disease, all while trying to keep distance from other people. The lab you work at recently had to send everyone home to quarantine due to E1N1, but while at home, you discovered what might be the cure...

The player begins in the Town down the road from his neighborhood. The player has to pick up all of the Medically Enhanced Carrots in the town. The player is then instructed to go to the Forest. The Forest is a platforming area, where the player will pick up all of the Rare Purple Variant Oranges in the area. Afterwards the player goes into the cave to solve the puzzle of the waterfall and collect all Glowing Mushrooms. Upon returning to the lab with all ingredients, the player is told to make the cure by solving a puzzle.

Character	Description	Characteristics	Misc. Info
<b>Jack Bobert</b> 	The Playable Character. Finds and creates the cure for the virus.	A worker in the lab. Wearing a protective suit. Has the ability to Walk and Jump.	The only playable character. The player learns to social distance.
<b>Remy Kirkpatrick</b> 	Infected Non-Player Character. Does not wear a mask or Social Distance.	A blonde-haired teenager that just wants to talk to someone. Walks around and tries to talk to the player.	First Infected and the cause of the other infected NPCs.

# Gameplay

## Overview of Gameplay

The Genre, Puzzle-Adventure, is a combination of the Puzzle and Adventure genres. The game was made for Windows 10. The Campaign is a single-player campaign 4 levels long. The player must collect all ingredients in each level, whether it is by platforming or solving puzzles.

## Player Experience

You begin with the main menu, which allows you to play the game or close the application. When you start the game, you are shown the controls and story, and when you press play, you start in the first level.

The first level is Town. The Town is a small city that has multiple infections. You start at the end of the road to your neighborhood. You then have to collect all the Medically Enhanced Carrots. You are then told to head into the Forest.

The Forest, the second level, is a platforming-based level. You have to platform around the giant tree in the middle of the level to pick up Purple Variant Oranges. You also have to cross a small stream to pick up a few Purple Oranges. You then have to enter the Mine or Cave.

The Mine or Cave, the third level, combines the Survival of the Town with the platforming of the Forest. The Mine also adds in a puzzle aspect. You must pick up Glowing Mushrooms, whether that is by platforming or by solving the Waterfall puzzle. You solve the Waterfall puzzle by stepping on the three buttons, which drops a boulder in front of the waterfall, allowing you to grab the last three mushrooms.

The final level is the Lab, a puzzle level. You must use the color-coded clues on the wall to solve the puzzle of the cure. You must add each ingredient by stepping on the buttons to add or take away so many of each ingredient. You then press the Cure button to make the cure.

You are then brought to a scoreboard/leaderboard where they are prompted to enter their initials. Afterward they are brought to a leaderboard, where you can see your

score. You can also see if you made it into the top 4 players. You can then press a button to Quit Game or return to the main menu.

## Gameplay Guidelines

The game does not contain any violence or any slurs. The game was made to be easier so that younger people could easily play and must be able to run on lower-end machines. The game needs to be rated E for Everyone.

## Game Objectives & Rewards

Rewards	Penalties	Difficulty Levels
The player is rewarded score points when collecting ingredients or solving the lab puzzle.	The player loses health and Score when colliding with Enemy. Their score resets when their life hits zero.	The game is not too challenging so that it can be played by a younger audience.

## Gameplay Mechanics

Character Attributes	
Character	Movement Abilities / Actions Available
Jack Bobert	The player can move using Keyboard Characters W, A, S, and D. The player can Jump by pressing the Spacebar
Game Modes	
Story Mode, Single Player	The player finds ingredients in each level. There are NPCs in the levels that infect the player if the player gets too close. The player changes between levels when they go to the level change location after collecting at least 15 of the required ingredient.

## Level Design

Levels	
<p>Town</p> 	<p>A Town with a few buildings. NPCs walk the roads in an effort to infect the player. The players goal is to collect 15 Medically Enhanced Carrots then go into the Forest.</p>
<p>Forest</p> 	<p>Forest on the outskirts of Town, connecting the Town to the Cave. The player tries to collect 15 Purple Variant Oranges while platforming around a tree in the center of the map. Player then can go into the Cave to start the next level.</p>
<p>Cave</p> 	<p>A dark Cave or Mine. The player must collect 15 Glowing Mushrooms, all while escaping NPCs and solving the puzzle of the waterfall. Player can head back through the entrance to get to the Lab.</p>
<p>Lab</p> 	<p>A small, one room puzzle level. The player must insert the ingredients into the cure machine using Buttons on the floor. The puzzle has a color coded solution.</p>

## Control Scheme

Normal Mouse and Keyboard controls. The game is made exclusively for Mouse and Keyboard.

Button/ Touch Input	Action it Performs
W	Move Player Forward
A	Move Player Left
S	Move Player Backwards
D	Move Player Right
Escape	Brings Player back to Main Menu
P	Pauses Game
Spacebar	Allows Player to Jump

## Game Aesthetics & User Interface

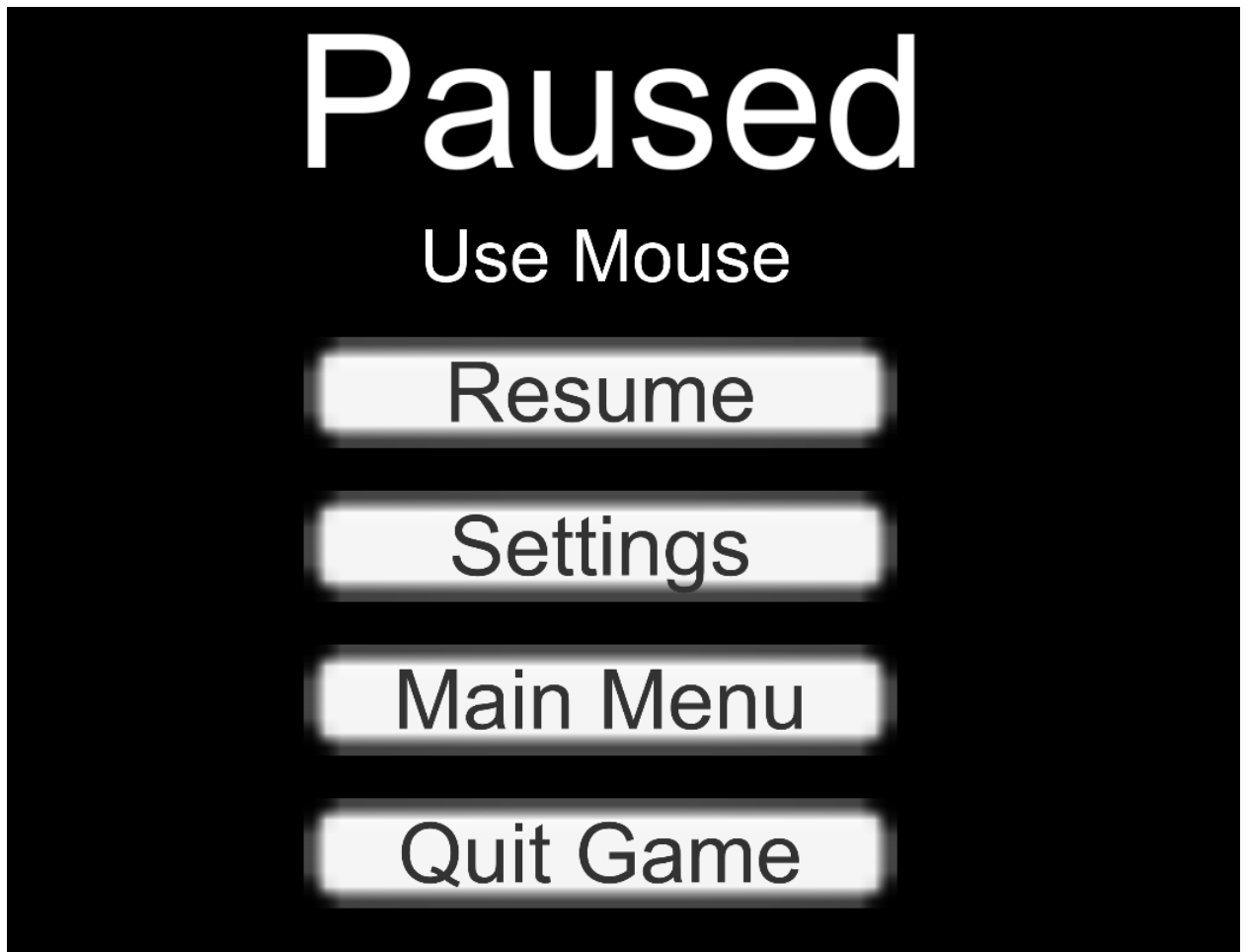
The main menu has three buttons, Play Game, Controls and Quit Game. Upon clicking Controls, the player is brought to the Controls and Story menu. The Controls and Story menu lays out the story and controls of the game. There are two buttons, Return to Main Menu and Play Game. Clicking Play Game here or on the Main Menu will start the game. In the game, the Hud has a Health number in bottom left and an Item Count in bottom right. The top left corner has a Score and Timer. Top right is a lives number. If the player pauses the game, there are 4 buttons. A Resume button, a Controls button, a Main Menu button, and a Quit Game button. Inside of Settings is 2 sliders, one for Volume and one for Sensitivity.



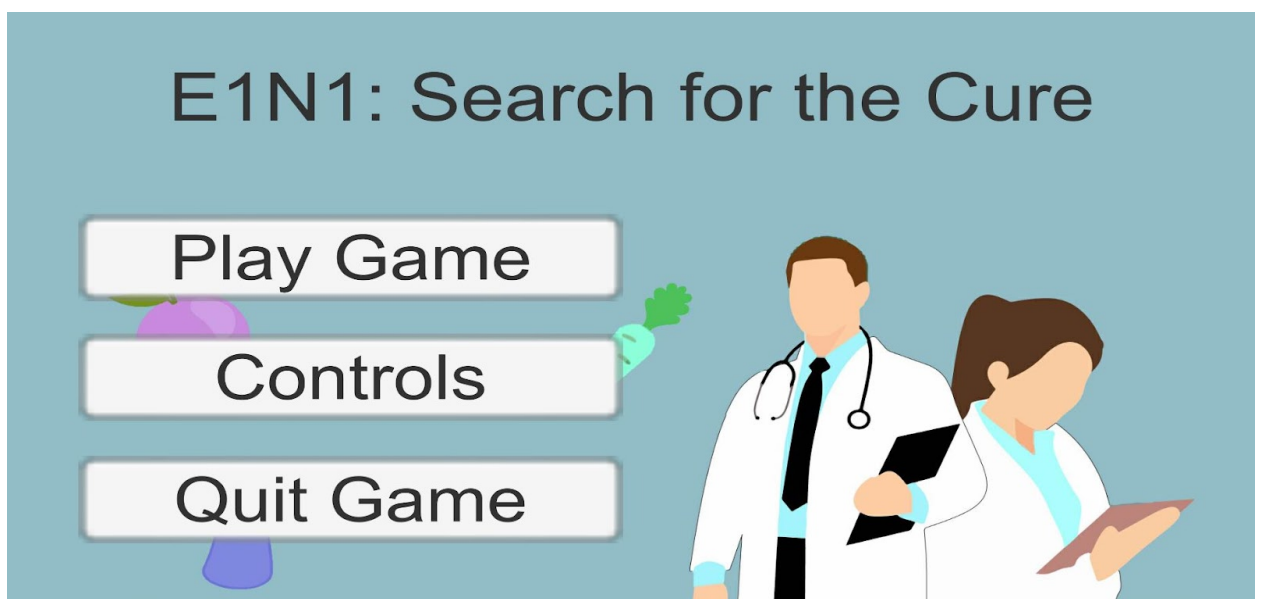
## Hud



Pause Menu



Main Menu



## Controls and Story

### Controls

W - Forward  
A - Left  
S - Backwards  
D - Right  
P - Pause  
Esc - Quit Game

Walk over a ingredient  
to collect it

Collecting ingredients and  
distancing increases your score

### Story

A pandemic, dubbed the "E1N1", is Ravaging the nation. You are a scientist at the local lab in Coalville, but the lab recently sent everyone home due to E1N1. While at home, you discovered what might be the cure...

You play as a scientist trying to make a cure for the disease while keeping distance from potentially infected people. Can you solve the puzzle of the cure and save the world?

Play Game

Back to Main Menu

## Settings

# Settings

Sensitivity



Volume



Back to Main Menu