

Nefarious

***A game by
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***Created for Game Design 2
Section 02, June 2016***

Description

Piper Interspace Corp has created a deadly virus. The player is the CEO and has decided to spread the disease so that they can market a cure and make a profit for the company. There is only so long they can cover up the deception. As a ruthless CEO, the player's object is to kill all of the population in at least two countries while pretending to support and help all the countries to make the most profit possible. If the majority of the countries discover the deception or a cure is found, it is game over.

The idea of the game is to pit the countries against each other while selling a cure, and trying to make at least two countries die from the virus that was set loose. The player will also be collecting money that can be invested into mutating the virus to stop others from finding a cure. In addition, the player can pit countries against each other by spreading rumors.

Nefarious fits this month's theme of playing both sides with the deception in the game. The player chooses who to sell the cure to and how much of the cure to sell, so the player can control which country survives or prolong the game to earn more money. However, the more countries that get the cure, and the longer the game goes on, the more likely it is that the player's deception is found out.

Game Breakdown

Controls

The controls will be a mouse and keyboard. The keyboard is used for naming your virus, and for opening the menu with Escape. The left button of the mouse is used to open and navigate menus and to select countries.



Interface

The player gets a view of the continent map and all of the countries that are on that continent. At the bottom of the screen are the Menu button, the Next Turn button, a scrolling information bar that shows the last event that happened. The menu can show an overview of country populations, who is at war, and who is working together. In the menu, the game will show statistics of the countries and a history of events.

Clicking a country in the main continent window will bring up a menu that gives the options for that country. This allows the player to see what is going on in that country and what choices they can make to influence that country. Virus levels, relations with other countries, and current focus (cure, war, or investigation) are a few examples of statistics. The options are Sell Cure, Spread Rumor, Mutate Virus, or Do Nothing. If one of the countries begins to research a cure, a pop up will appear with options to slow them down (Spread Rumor, Mutate Virus, or Do Nothing). Choosing Sell Cure, Spread Rumor, or Mutate Virus in any menu uses up one action for the turn.

The game will have seven countries to provide interesting combinations of interactions between them. Countries will have varied populations, medical capabilities, and technology levels. Players can use this to their advantage when planning which countries to infect or deceive.

Rules and Mechanics

Rules

- Players can only do two actions per turn.
- Players cannot interact with the same country two turns in a row.

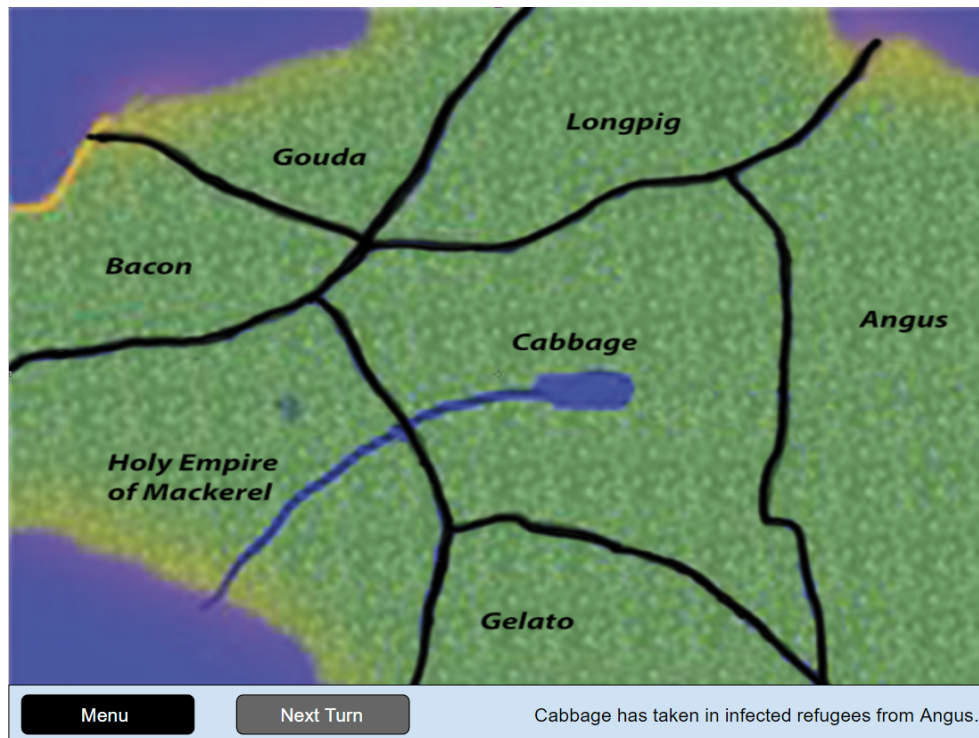
Mechanics

- Suspicion will increase by 10% for each action the player performs on a country.
 - At 100%, the country uncovers the player's deception and the game ends.
- Suspicion decreases 5% for every turn a country is not interacted with.
 - Minimum 0%.
- Sell Cure allows the player to cure a percentage of the infected population of a country, and adds a sum of money to the player's points based on the number cured ($\$200 * \text{number cured}$)
- Spread Rumor option allows the player to select a second country and create propaganda to start wars between the two countries (adds 5% chance to start war with selected country)
- Mutate Virus option allows the player to send a slightly different form of the virus and will help delay other corporations from finding a usable cure.

Formulas for the Game:

- Tech level and medical level are > 0.1 and < 0.8
- Infected per turn = $(\text{current infected}) * (2 - \text{technology level}) * (2 - \text{medical level})$, rounded up.
- Deceased per turn = $(\text{current infected}) * .25$
- Casualties from war = 5% for larger country, $5\% * (\text{larger country population} / \text{smaller country population})$ for smaller country

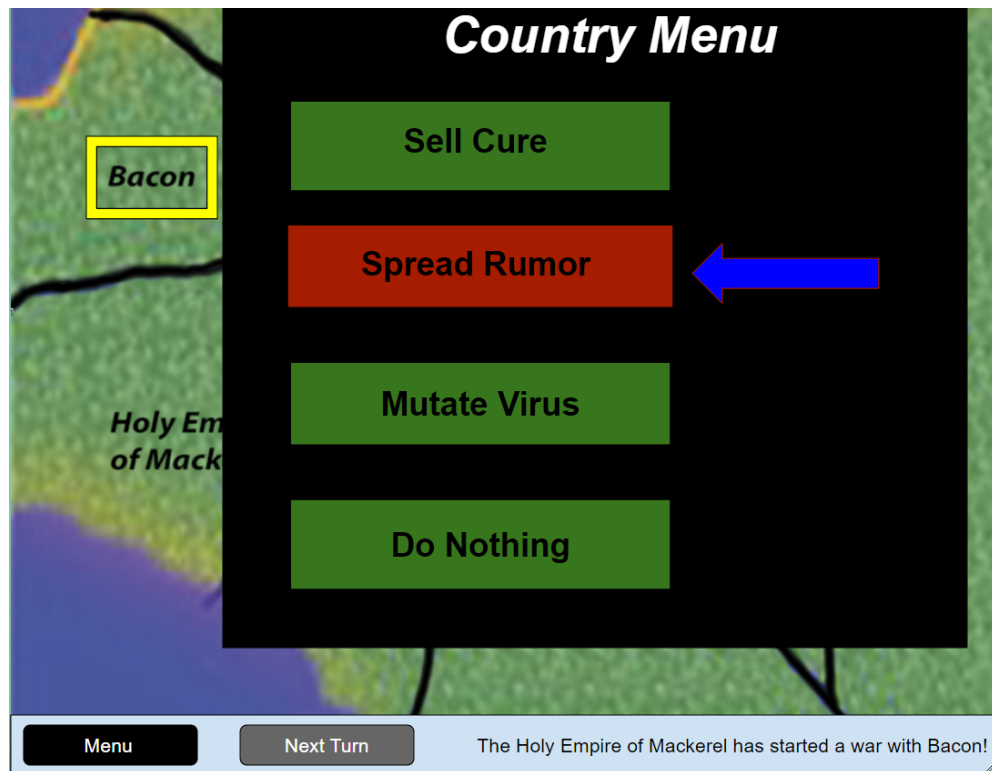
Game Sample Screens



The main continent map.



The menu that appears when the Menu button is clicked.



The menu that appears when you click on a country.

Game Content

Enemies

- While there are no true enemies, each country could be labeled an enemy since the player is not choosing a side.

Powerups

- There are no powerups in the game.

Items

- There are no items in the game.

Assets

- Main map terrain
- Buttons
- Event text table