

CONTAGIOUS KILLING

Investigate and survive, or join your infected brethren

Crystal Wheeler

PRE-EXISTING CONDITIONS

- **Genre:** Adventure
- **Tone:** Desperation, paranoia
- **Theme:** Combatants are infected with a variety of highly infectious contagions that give them differing strengths, while also killing them



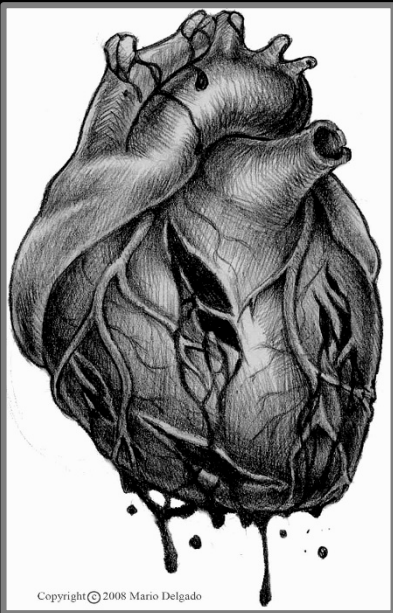
Audience:

- Classic hardcore gamer. They like splashy graphics, zombies, and violence.
- Usually a 13-30 year old male who likes comic books and superhero movies.



ONSET

- A lockdown is placed on an island nation due to the outbreak of a mysterious disease. It spread quickly among the populace, and variants complicated things further.
- Victims gain various enhanced strengths, but the disease also eats away at the mind and body, making the victim single-mindedly consume and infect until death.
- Vampires who need human blood to survive are not immune, so many either starve or risk getting infected.
- Humans and Vampires are both anxious as more get infected and safe food gets scarce.



In this lockdown, you must find the **cause and cures**,
or **join your infected brethren**.

TREATMENT PLAN

- In this action adventure, the player plays as **Mary**, a lady of vampire descent, who is out to solve the mystery surrounding the disease while helping Dr. Schmidt get the samples and resources needed to create **cures**.



- As Mary, the player carefully explores infested areas and either avoids the infected or use her limited arsenal to combat them.

- The player can get infected when using Mary's blood weapons to combat the infected. The player must manage the effects of different disease strains, and use resources effectively as they play.



BLOODY MARY

- Mary's main form of fighting involves manipulating her own blood.
- She can manipulate blood into various types of weapons like katanas, knives, etc.

- Damage moves like projectile attacks and wide range slashes **costs a significant amount** of health to use, so the player cannot use them too often.

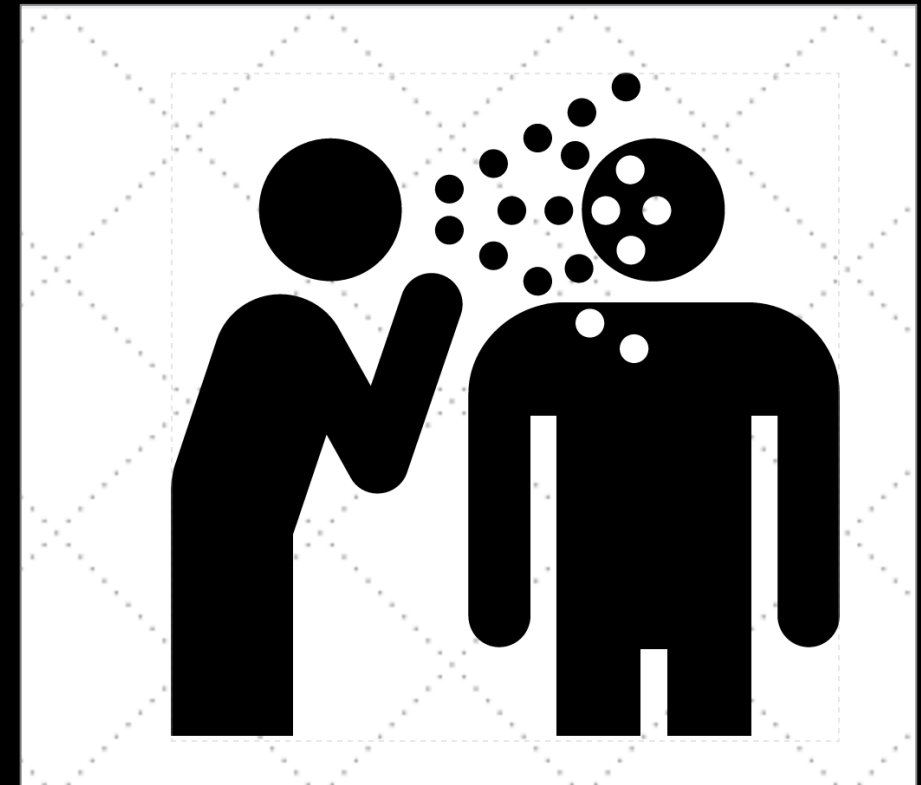
- Vampire or not, one can only lose so much blood before the body perishes.
- She loses blood to use her special skill, so as the player uses her blood weaponry, the **blood loss** eats away at her health.



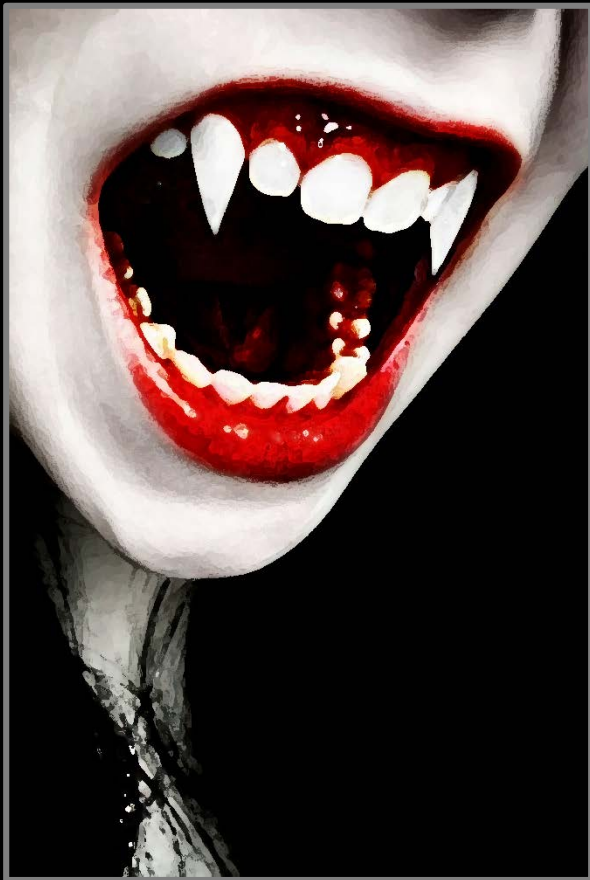
DISEASE TRANSMISSION

- One mode of disease transmission is through bodily fluids.
- As a result, when her blood makes contact with the bodies of the infected, there is an **exchange of disease**.
 - She gets one of the strains the enemy she hit had, and the enemy gains one strain of infection (if any) that Mary has.

Projectile blood attacks **will not transmit enemy disease to Mary**, but **WILL transmit disease from Mary** to the enemy.



RECOVERY TREATMENTS: DRINKING AND BLOODLETTING



- One method to clear Mary of all current infections is to purposely **drain out a lot of her blood** via bloodletting.
 - Some attacks might make Mary lose enough blood at once that it also fulfills the **same effect as bloodletting**.

- To restore some health, she can **drink blood** from enemies. However, she will also **get infected** with whatever they have.

- Mary can **regenerate**, but regeneration is **slow** and only **restores up to about 1/2** (or some other specified amount) of her health because she is weak from hunger.

Note:
Humans, do not try bloodletting at home; you'll probably kill yourself

THE INFECTED

- The main enemies in the game are the infected. Their strengths vary since different strains have different effects. Their physique may hint at what those strengths are.

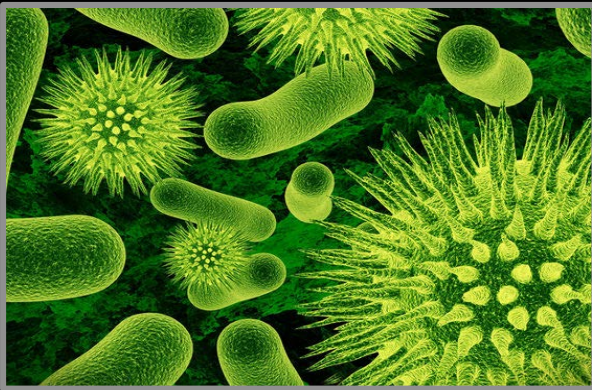
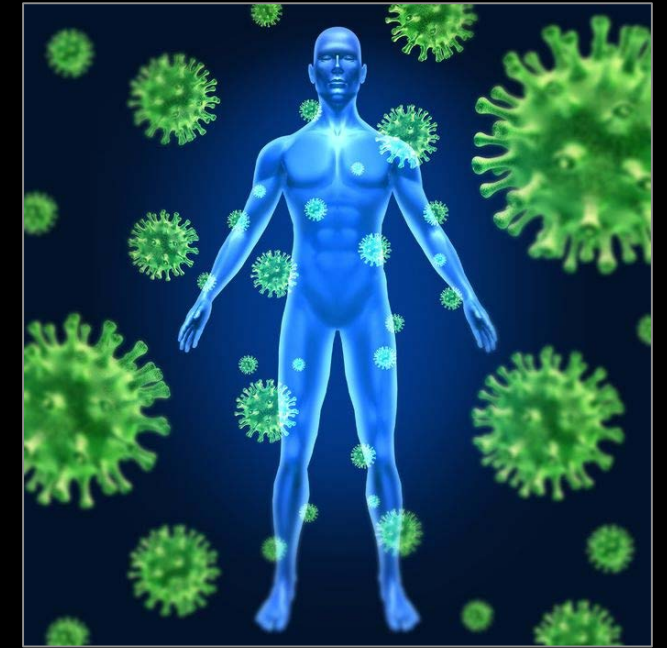
- Some of the things in common for all of the infected enemies are that they have grotesque appearances, and will go straight toward Mary when they notice the player.

- For all intents and purposes, they are basically zombies.



INFECTION

- *Contagious Killing* has enemies infected with disease, and a core aspect of the game involves **the effects the disease** has on enemies and the player.
- There are a wide variety of strains, each with a different benefit and (at least one) drawback that can help or hinder the player.



- One effect that will remain consistent for all strains of the disease is that it will cause the player to lose health over time.
- The rate may change a little for some strains, but otherwise, health decrements gradually at a standard rate.

PATHOGEN SAMPLES

Below are examples of what sort of effects are expected from different strains of infection.

- **Regeneration** greatly increases temporarily upon receiving damage
 - **Decrement** in health at all other times is more rapid than other strains
 - If regeneration still ongoing when health full, the player **needs to lose some blood** soon or Mary will explode blood out because there was too much blood in her system, and **die**.

- **Damage output** increases
 - **Range of vision** more limited

- Increased **speed**
 - But will not gain benefits of any simultaneous (comorbid) infections, meaning **only detriments** are active for every other infection

MORE SAMPLES

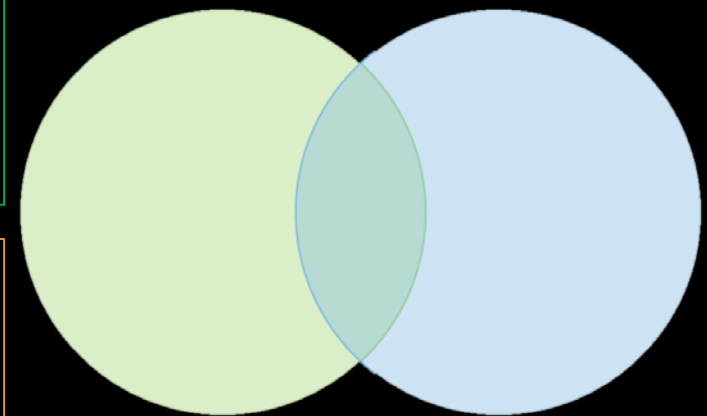
- Immune to additional infections after gaining this strain of infection
 - More vulnerable to enemy attacks (damage from enemies increases)

COMORBIDITY

- Receive less damage from enemy attacks
 - Decreased movement speed

- It is possible for the player or enemies to be infected with multiple strains at a time.
- Combining infections can allow the player to gain interesting advantages for Mary or weaken the infected.

Hidden effects for specific combinations that players can discover such as deafness, increased projectile range, and inebriation (floor appears to be tilting, stumble a bit as move).



OTHER TOOLS

- Note: The amount they can use these tools should be extremely limited and force a careful management of resources.



Syringes of Suppressant

Slows health decrement from infection

Emergency supply of clean blood

heals significant amount of health

Pistol (not many bullets)



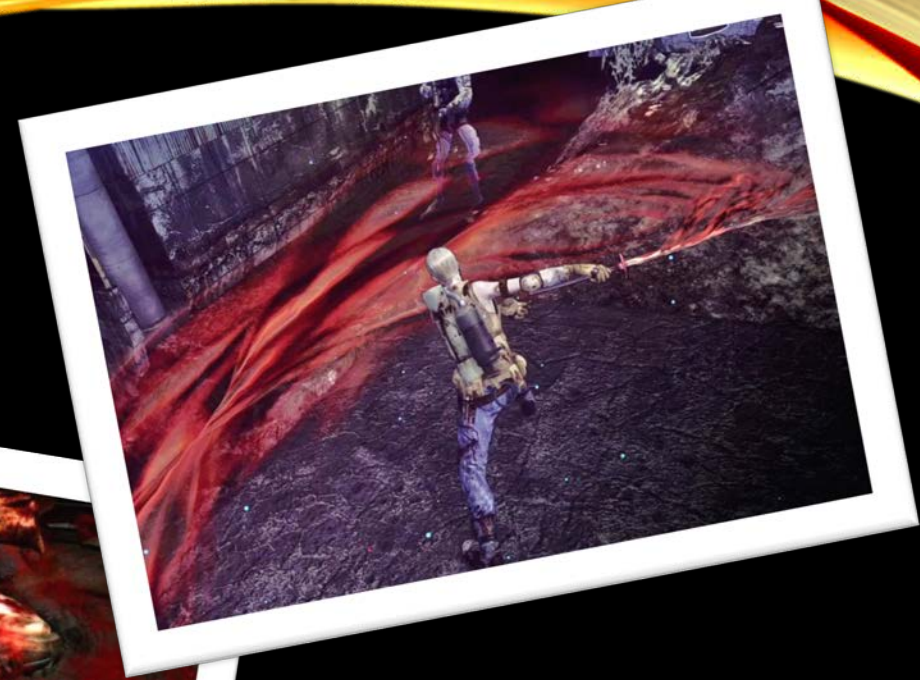
RESEARCH SAMPLES

- To research and combat diseases, live samples of the pathogen is needed. That said, bringing an infected back to base can be dangerous, so instead, you must **infect yourself with the infection** Dr. Schmidt asks for and get back to base.

- In these segments, the player must infect themselves with the specified infection(s) and must return to base alive only being infected by specified infections (no unspecified comorbidity).
- The player will have to limit combat to avoid unnecessary infection, and manage their health.



STYLE



- 3-D
- Comic-inspired stylization, but not as bright and silly as cartoons targeting young children.
- Exaggerated splattering of blood upon damaging enemies
 - Red of blood contrasts color-wise and stands out

MARY



- A lady of vampire descent, she is part human and part vampire.
- There is discrimination against humans by vampires and vice versa, so she is viewed as expendable by many.
- Regardless, she has a few close friends and family that she cares dearly for, so she decided to do what the other spineless, pathetic vampires and humans won't do and work to put an end to this disease terror.

DR. SCHMIDT



- An intelligent, human doctor
- Leading a team working towards treatments and cures to counter the crisis.
- Hits him hard whenever someone on his team dies or falls prey to the disease.
- Works closely with Mary, sharing findings and resources since they share a common goal.