

Health-E
Date: 9/10/05

Game Type:	Arcade/Action
Game Genre:	?
Classic Game Basis:	Pac-Man

The player's avatar must weave through a maze of organs to rid the body of evil viruses. Most virus can be destroyed on contact, but some viruses require medicine deposited through the body.

Implements:

- Player Avatar (super immune system cell? mini ship?)
- Power up medicines: shots, natural remedies, and pills

Inventory:

- Points (in the form of viruses destroyed)

Rules:

- Destroy all of the viruses through contact
- Avoid character viruses until you take your medicine

Bounds:

- Maze (as blood vessels and organs)

Extras

When the PC has destroyed many viruses in a short time the PC switches to an accelerated mode where movement is faster and more precise.

Implementation Estimate: Moderate to Easy

- No AI needed
- Maze: distance rendering simplified by right angle turns
- Maze: simplified environment
- Simple character animation and effects
- No "physics" needed