

# CELL WARRIORS



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## Overview

Cell Warriors is a synchronous role playing game designed for mobile and social platforms with a focus on battling cancer. The player assumes the role of a white blood cell character and teams up with friends to fight off the evil hordes of Malignos, the cancerous entity. Using a beat-em-up play experience, the game is structured to make use of touch screens for mobile devices as well as PC controls. In-game purchases will contribute to charity and the social aspect will help spread awareness for cancer patients or others affected by serious illnesses. Cell Warriors is a game that will entertain, enlighten, and hopefully educate in a campaign to make a difference in people's lives.



## New Opportunities

This game different from the normal mobile/social game because it is targeted to help those suffering from illnesses, incorporates synchronous multiplayer gameplay, and is marketed towards charity. While looked at separately, these ideas have been incorporated into games before, but they are rare and mostly unknown. By combining these elements, Cell Warriors can not only be a new, fun, and popular mobile/social experience, but also support a good cause in the process. Games are a medium that can change lives and Cell Warriors aims at those who may be struggling and in need of inspiration.

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## Those in Need

Cell Warriors is designed for young to middle aged people who are recovering from an illness as well as their families and friends. For patients recovering in the hospital and their loved ones, there is a lot of downtime. What better way to spend that time than to play a game to entertain and immerse them. Preferred length of gameplay would vary between fifteen minute bursts to several hours. These players, especially the patients, will most likely chose a game that is empowering and inspirational. They would enjoy something uplifting and silly to create a happy experience.



Acting as the perfect distraction, Cell Warriors aims to create entertainment and fun for these people who otherwise might worry and wait. Players can use the game to connect and interact with friends that might not be able to visit at the hospital. People can also use the game to spread awareness of the illnesses by inviting others to play and support the cause.

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## Tone and Theme

Someone playing Cell Warriors should feel excitement, empowerment, and enjoyment. The game borrows elements from RPG's to create an interesting world for the player to lose themselves in. The beat-em-up style gameplay will provide many non-too powerful enemies to hack and slash, allowing the player to feel like they are doing well. Those who are patients fighting a battle in real life will be able to live vicariously through the game, believing that the struggle is winnable and gaining confidence while playing. The synchronous multiplayer feature will drive home the idea that nobody has to battle anything alone and will encourage friends and family to play together.

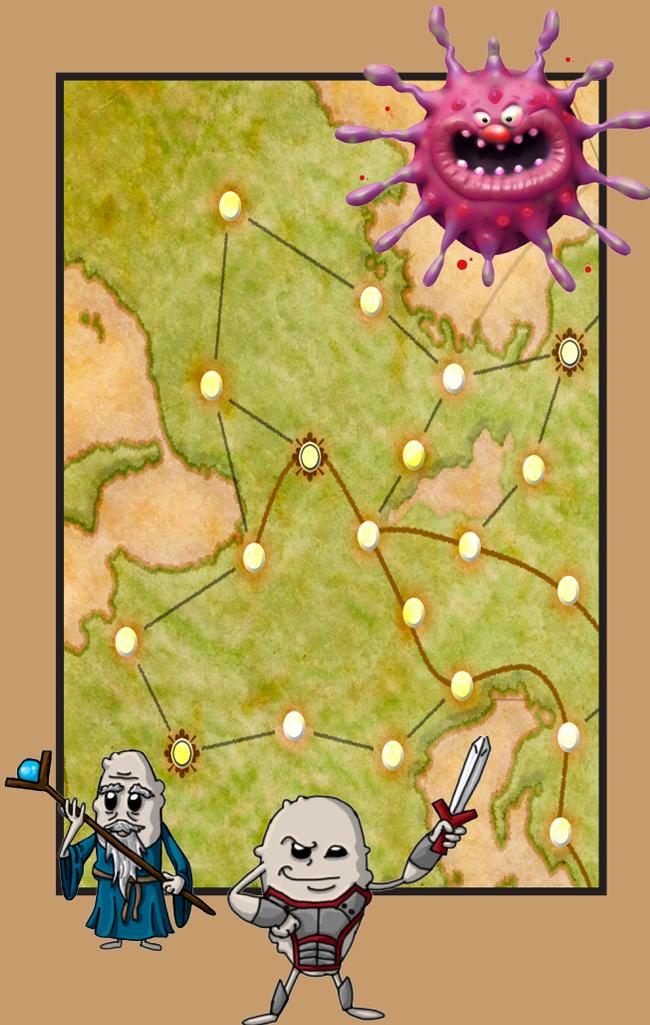


The characters, represented by white blood cells, will serve as the hero's in the game. White blood cells were chosen because in real life, they act as warriors for the human body, fighting infection and disease. These characters will go on campaigns and destroy the minions of Malignos (the evil villain) spreading throughout the land. This may help sick kids learn about their conditions from the associations made between the game and reality. The theme and environment will have a 2D cartoon style to them such as that from Castle Crashers. The levels themselves will look sort of alien in order to be immersive without the grotesque implications of being inside the human body. Abstract structures and the right color palette will distract players from the seriousness of disease and deter from a biological realism that may be off-putting.

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## Going Viral

Cell Warriors will feature synchronous gameplay campaigns in which players can group up and fight alongside each other, progressing through the game in teams. Each player will have access to a map, which displays the spread of Malignos's evil territory represented by connecting levels. A player will choose the levels on the map, invite others to join their campaign, and then enter the levels to fight and defeat that area. Once an area is defeated, players will continue on a path to vanquish all the corrupted territory in the campaign.



For balancing, the campaign difficulty will change based on how big the party is. Levels will support one to five simultaneous players. For more players, the difficulty will increase, but the rewards will increase for defeating the level. Should only one person enter a level, the difficulty will drop and the reward will be lower. Campaign rewards will encourage larger parties to form and add to the social experience. Players that want to invite friends that have not yet played the game will be allowed to and that person will be notified to download the game and help. This will hopefully spread awareness and publicity.

## Gameplay

Cell Warriors will adopt familiar gameplay mechanics including hit points, combat, and leveling. Characters will also have three primary attributes; speed, strength, and health that will effect movement, damage, and hit points respectively.

**Hit Points:** Characters and enemies will have a health bar that indicates how much damage they can take before they are defeated. Health will be represented by oxygen. Attacks will decrease the health bars of those hit. Reducing an enemies health bar to zero will defeat and destroy the enemy. However, a character who is brought to zero health will instead become inactive for a period of time. If all characters in the level are inactive, the mission is failed and the group must start from the beginning of the level. Some enemies will drop oxygen bubbles to be collected to gain small portions of health back.

**Basic Combat:** All characters will have a basic attack, where they can use melee weapons to defeat enemies. To use this attack, a player must be in range of an enemy, indicated by circular radius that spreads out from the characters' feet. This area will change color when in range of an enemy to show when that enemy can be struck by melee combat. The attack itself will be performed by swiping a finger/mouse back and forth across the enemy while on screen. Damage will be dealt based on how many successful swipes are made in the attack and how strong the attacking character is. Movement in game will be represented by a virtual joystick for mobile in the bottom left corner of the screen, and the arrow keys for PC/Social.



Each character will also have an unique ability that will utilize the touch screen in a particular way. This will add diversity to the characters, allowing each of them to play differently.

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**Leveling:** A leveling-up system will encourage replayability and allow players to show how strong they have come in the game. Leveling-up will be represented by an increasing experience bar in game. Gaining experience will be based on how many people are playing in a campaign, how many enemies are defeated by the group, and how fast it takes for the group to complete a level in the campaign.

## Character Classes



**Fighter** - The classic warrior-type character. This class is balanced in speed, strength, and health. The fighter will primarily use basic combat to defeat enemies, but will also have a grapple attack.

To use the grapple attack, the fighter must be in range of an enemy and then tap/click the enemy. A grapple meter, represented by a timed decreasing bar, will appear above the enemy's head. The player will have to hold the tap/click down until the meter runs to the end. If let go before the meter ends, the grapple will last a short time. If let go almost exactly when the meter ends, the grapple will last a long time. Otherwise, the hold will last a standard amount of time. Once the grapple is used, the player will swipe in a downward arc on screen to deliver blows to deal increased damage.

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**Wizard** - The wizard is slow with a low amount of health, but can deal heavy damage. This character will use magic as a primary attack.

To use the magic attack, the player must tap/click where they want the wizard to fire a spell. A magic meter will appear above the player's head. The player will have to hold a tap/click down and then release when they want to fire the magic attack. When released, the attack will move towards where the tap/click was released. The longer the hold before releasing, the more damage the spell will do, but the more magic will be used from the meter. If the meter goes to zero, the wizard will be stunned for a short time and take damage.

**Archer** - The archer will primarily use a ranged attack to strike enemies using a bow and arrows. The archer is fast and deals medium damage, but has low health.



To use the bow, players will use the touch screen/mouse to tap/click the bow, hold and swipe to the left, then release. This will simulate the action of using a real bow. A bowstring strength bar will act as an indicator to measure the strength of the shot. If released before the bow is pulled back to its maximum, the arrow will deal less damage. If released almost exactly at maximum, the arrow will deal bonus damage. If released after the strength bar is at maximum, a standard amount of damage will be done. Arrows will follow an arch trajectory based on the power of the shot.

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**Tank** - Slow, but strong and has a lot of health. The tank can take a lot of damage and deal a decent amount back. The tank will have a defensive shield ability he can use to protect players from harm.

To use the shield ability, the player must tap/click the tank character and a shield bar will appear. The player must swipe from one side to the other of the bar twice to activate the shield. If the swipe does not span two lengths of the bar, the shield will last for a short time. If the swipe is close to exact, the shield will last a long time, and if neither will last a standard time. The shield will be represented by a ethereal wall in front of the character that will follow the tanks movements and block incoming damage from enemies.

**Cleric** - The cleric will have a lot of health and move at medium speed, but will deal low damage. The cleric will be able to heal players, restoring health to them.



To heal players, the Cleric will have to be in a certain range of the character that needs healing. Once in proximity, the player will tap/click the targeted character and hold until the heal is completed. This will be indicated by a heal progress bar above the characters head. If the hold is lifted before the progress bar reaches the end, the amount of health recovered will be low. If the hold is released almost exactly at the end of the progress bar, a bonus amount of health will be recovered. If the hold is released after the progress bar is full, a standard amount of health will be given.

## Malignos and Minions

Malignos is the main villain of the game. He is the cancerous entity that is spreading corruption across the map. Malignos can be encountered and defeated once all other levels are completed. Malignos will be a challenging boss-battle type of encounter and defeating him will mean the success of a player's campaign and the win state of the game.



The common enemies in Cell Warriors will be Malignos's minions. They will be in the form of tumors, bacteria, evil cells, and other nasty creatures. When defeated, these enemies will drop collectible items including currency, gear, or oxygen orbs for health.

## Rewards and Currency

Players in Cell Warriors will be continuously rewarded for playing the game and donating. These rewards will be in the form of attainable items as well as achievements. Items will be gained in game either by finding them or defeating enemies.

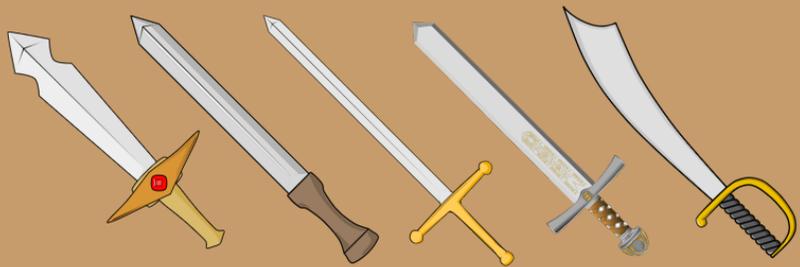
Currency in the game will be represented by antigens. Antigens will be dropped regularly by defeated enemies and will also be gained in certain areas of the levels. Antigens will be monitored by a number on screen for the player to denote how much currency they have. Antigens will be used to purchase in-game items such as upgrades to weapons, armor, and abilities. To purchase these items, an armory area will be accessible.

## Gear and Inventory

Gear will be represented by weapons, armor, and trinkets. Weapons will be used to deal damage, armor will help with defense, and trinkets will augment abilities. These items will alter the three main attributes of damage, speed, and health.

A player's inventory is where they keep their weapons, armor, and trinkets. This will be accessible by a menu in the game. Characters will only be able to use one weapon, one piece of armor, and one trinket at a time. Clicking or tapping an item and dragging it into the inventory will swap out whatever item is currently equipped with the new item.

## The Armory



The armory will be an area on the map that is always available to players and will be used to view weapons, armor, and trinkets that a player has acquired. Once gained, the items will always be available unless traded away. Items will be able to be equipped directly from the armory.

## Achievements

Achievements will be awarded to players to help keep the sensation of success while fighting a difficult battle. Achievements will be based on how well character skills are performed, how quickly levels are beaten, how much damage is dealt, and so forth. Achievements will be able to be viewed in a separate menu and be represented by a trophy or emblem.



## Trading and Donations

Players will be able to trade antigens, or items to each other in the game. This will be accomplished by tapping/clicking the item/currency and dragging it into the screen while grouped up in a campaign level. This feature will promote sharing and help with the empowering feel the game is designed to give.

In-game purchases will not only be available to the player, but as gifts to others too. Friends will be able to purchase resources for each other as good gestures or to help a player become stronger in the game. To encourage these transactions and help the cause, a percentage of all money spent will go to charity. This way, players can gift resources and items to someone they know in the hospital and at the same time sponsor the fight against disease. Players may feel more inclined to spend on in-game purchases for this reason and will help the game succeed in marketing and donation.



## Ending Goal

In conclusion, Cell Warriors is a game with big aspirations. Bringing entertainment to those suffering from illness, spreading awareness, and donating to a worthy cause are at the forefront of the design. The game achieves this with the use of synchronous multiplayer gameplay, immersive role playing game elements, and player interactions to drive charitable decisions. Games can change lives and Cell Warriors is an example of a design willing to go beyond entertainment to help people in several different ways.