# Her Sovereign Virus

SUMMARY

HSV is a minimal, top-down, free roaming shoot-em-up for GameBoy. The player moves and shoots in eight directions on a scrollable map. The goal in each level is to shoot all highlighted targets while avoiding contact with enemies and enemy fire. Gameplay may be described as a cross between R-Type (classic shmup) and Jurassic Park for NES (free roaming; not auto-scrolling or on rails; walk and fire in any direction).

MENU FLOW & GAME LEVELS

1.

2.

3.

| Portrait of Princess | Portrait of Human (dimmed) |

Human!!!

4.

| Portrait of Princess (dimmed) | Portrait of Human |

Your highness . . .
How may I serve?

5.

| Portrait of Princess | Portrait of Human (dimmed) |

Find me more hosts.
Use your knives to
draw blood.

6.

| Portrait of Princess (dimmed) | Portrait of Human |

At once, my liege.

7.

Let's party

8.

9.

Press A to continue

10.

It's HERPES TIME

Wait 3 seconds to continue

11.
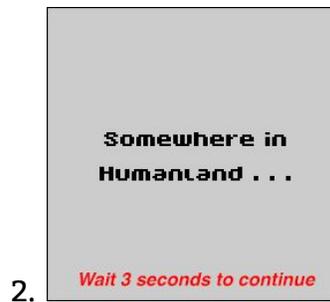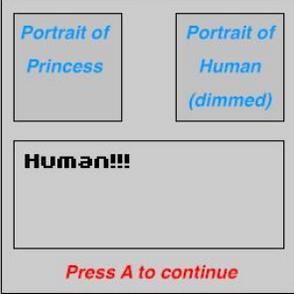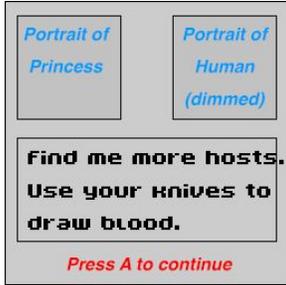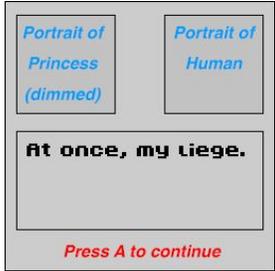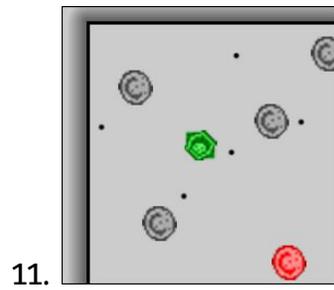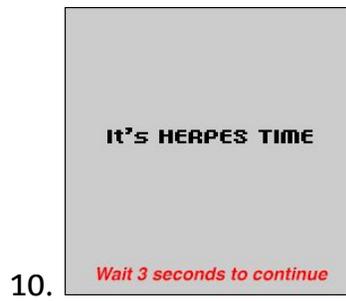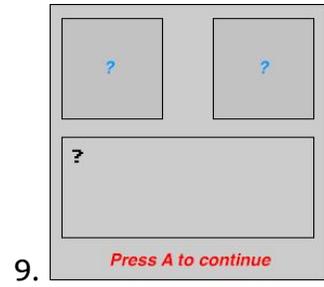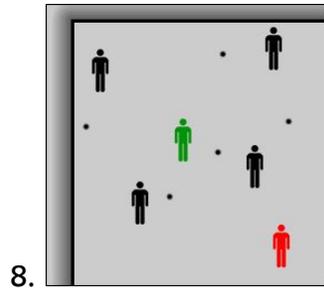
GAMEPLAY

The game contains two types of levels (8 and 11 in the screens list).

Human Level
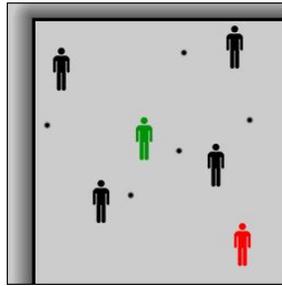
The player controls a generic, androgynous human. The human can walk and throw knives in eight directions. The d-pad walks, both A and B buttons throw knives. The human has separate graphics for each direction it can face (so it looks different when walking up as opposed to left).

The player does not have a constant walk speed (although it does have a constant max speed). Rather, the character speeds up while a directional button is being held and slows to a stop when it is released. If the player was walking left and then changes to up, they will still move left for a moment — even as they begin moving up. However, the acceleration and deceleration rates are very quick.

The player is always in the center of the screen; the background and non-player characters scroll when the player moves. The environment is a large room; it is possible to eventually reach the room's walls, which act as impassable barriers. (We can experiment with room size; probably 4x4 screens is a good starting point.)

Non-player humans are randomly scattered about the room when the level begins. (We can experiment with NPC count; probably 15 is a good starting point.) NPCs walk slowly in random directions, occasionally changing direction. They throw knives in random directions, at random intervals. There is no collision between NPCs. However, NPCs are unable to pass through walls — they immediately change direction upon hitting a wall. Knives — including those thrown by the player and NPCs — have no collision. They pass through everything until they leave the screen, at which point they are removed from memory. NPCs are not hurt by NPC knives.

When the player hits an NPC with a knife, that NPC is stunned. It displays a "stunned" graphic and is immobile for a certain amount of time — perhaps two seconds.

There is one highlighted NPC in the level. When the player hits that NPC with a knife, they win the level and move on to the next game screen (screen 9).

The player dies instantly if they touch an NPC or an NPC knife.

The environment is created using a tile map. Environment tiles are 8x8 pixels. Humans (player and non-player) are 16x16 pixels max — possibly 8x16. Knives are less than 8x8 pixels.

Microscopic Level
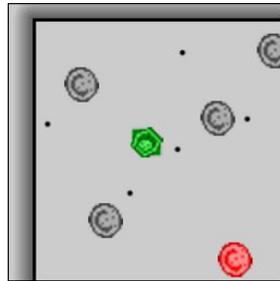
The microscopic level is very similar to the human level. Ideally, it is an art re-skin with the same code base. However, certain properties — such as walk speed — may need to change between the human and microscopic levels.

The player is the herpes virus. It can float in eight directions. It does not need separate graphics for each direction (although it could have separate graphics in order to match the human level code — in which case many of its sprites will be duplicates).

The virus accelerates and decelerates, similar to the human. However, it has longer acceleration and deceleration times, and its max speed is higher.

The environment is a long, rectangular room styled to look like a blood vessel. It is possible to eventually reach the room's walls.

Enemy NPCs are immunity cells. There are more enemies in the microscopic level than there are in the human level, and they move much faster. They fire immunity bullets. (?)

The highlighted NPC is a neuron. The player attacks it by touching it. The moment the player touches the neuron, they win the level — at which point they are sent to a cut screen (a static image and text), and from there, back to screen 7.

The player dies immediately if they are touched by an enemy NPC or a bullet.

Unlike in the human level, the player cannot throw knives. Instead, A and B buttons move the player in the third dimension. (A = +Z, B = -Z.) There is a limited number of Z locations — perhaps five. There is a different environment tile set for each location. (However, the differences are minor. Perhaps the background goes from light to dark as you move along Z.) NPCs and NPC projectiles do not travel in Z. NPCs are three Z planes thick — they have a mid slice (their primary graphic), a top slice (a smaller, lighter graphic), and a bottom slice (a smaller, darker graphic). Projectiles are only one plane thick, so they have a single, primary graphic. The player also only has a single, primary graphic. The neuron is the same as the other NPCs in terms of Z location. Note that the player might have to travel through Z in order to find the neuron.

Overall Game Flow

In the human world, the player finds a host. Then, in the microscopic world, they inject that host with the herpes virus. After this, they are sent back to the human world. The entire process is repeated three times. (Human - microscopic - human - microscopic - human - microscopic.) The enemy speed and fire rate is increased slightly in each cycle. The microscopic levels are more difficult than the human levels, and involve more avoidance and exploration.

This is a one-hit-kill game. The moment you are hit, you are taken to a dialog screen in which the Princess berates the Human, and then you are taken to the first human level in the current cycle.

If you beat all six levels, you are taken to a cut screen (static image plus text; screen exits after button press), and then to the main menu.

GRAPHIC ASSETS

- Splash screen / main menu static image
- Virus injects into neuron static image
- Game victory static image
- Princess portrait
- Princess portrait dim
- Human portrait
- Human portrait dim
- Dialog screen background static image
- Human world environment tile set
  - Floor (including tile variations?)
  - Walls (including variations, sides, corners)
- Microscopic environment tile set (including z depth variations)
  - Floor

- ○ Walls
- ● Human (including player, NPC, highlighted NPC)
  - ○ Idle animation x 8
  - ○ Walk anim x 8
  - ○ Throw anim x 8
  - ○ Death anim x 1
  - ○ Stunned anim x 1
- ● Knife (8 directions)
- ● Knife hit effect anim
- ● Herpes virus
  - ○ Swim anim x 1
  - ○ Death anim x 1
- ● Immunity cell (including main, top, and bottom slices)
  - ○ Swim anim x 1
  - ○ Throw anim x 1
- ● Immunity bullet
- ● Bullet hit effect anim
- ● Neuron (including main, top, and bottom slices)
  - ○ Swim anim x 1