



# V-NOVA Evolution Era

Pixel-art virus combat narrative game design



Haoyue Guan  
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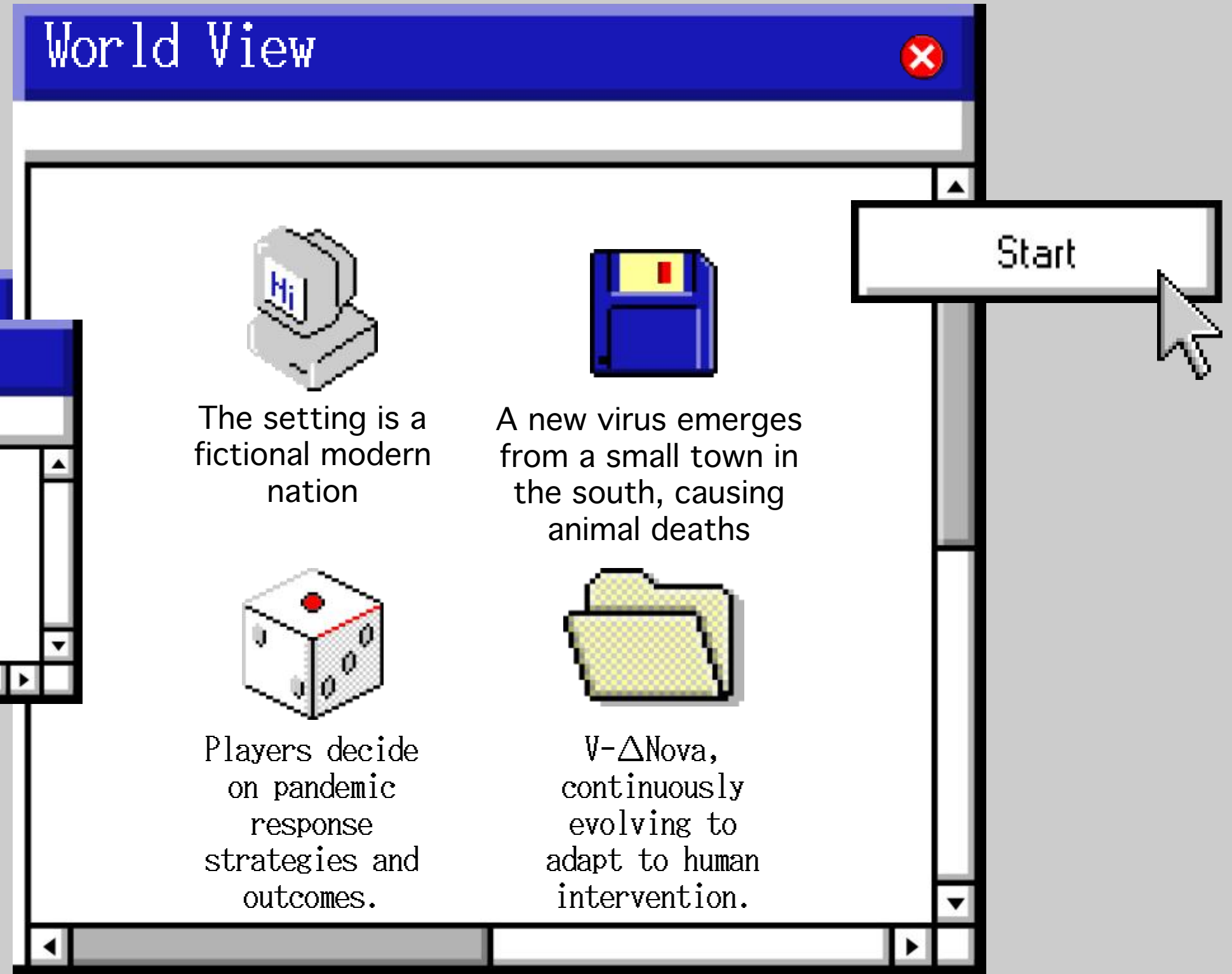
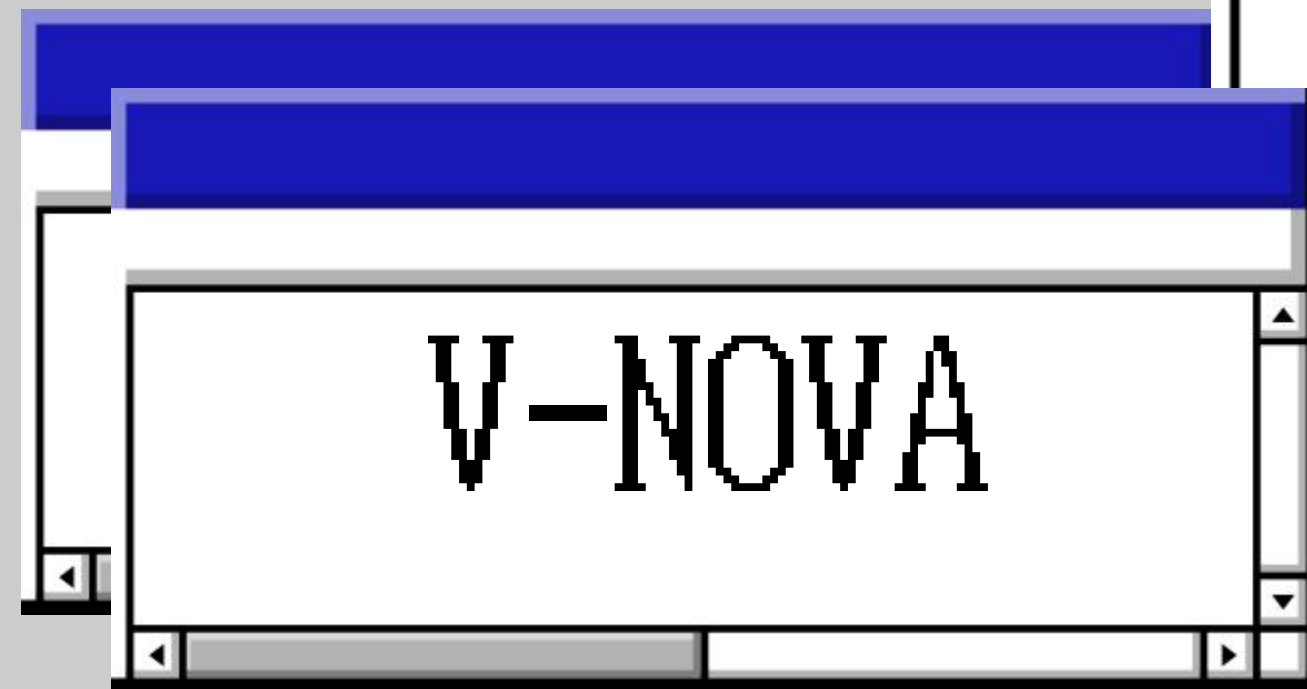






Tip: Inspired by real-life viral outbreaks and the history of medicine, drawing on the Science Museum Group's collection of medicinal items.

With virus evolution and human decision-making interaction as the core mechanism

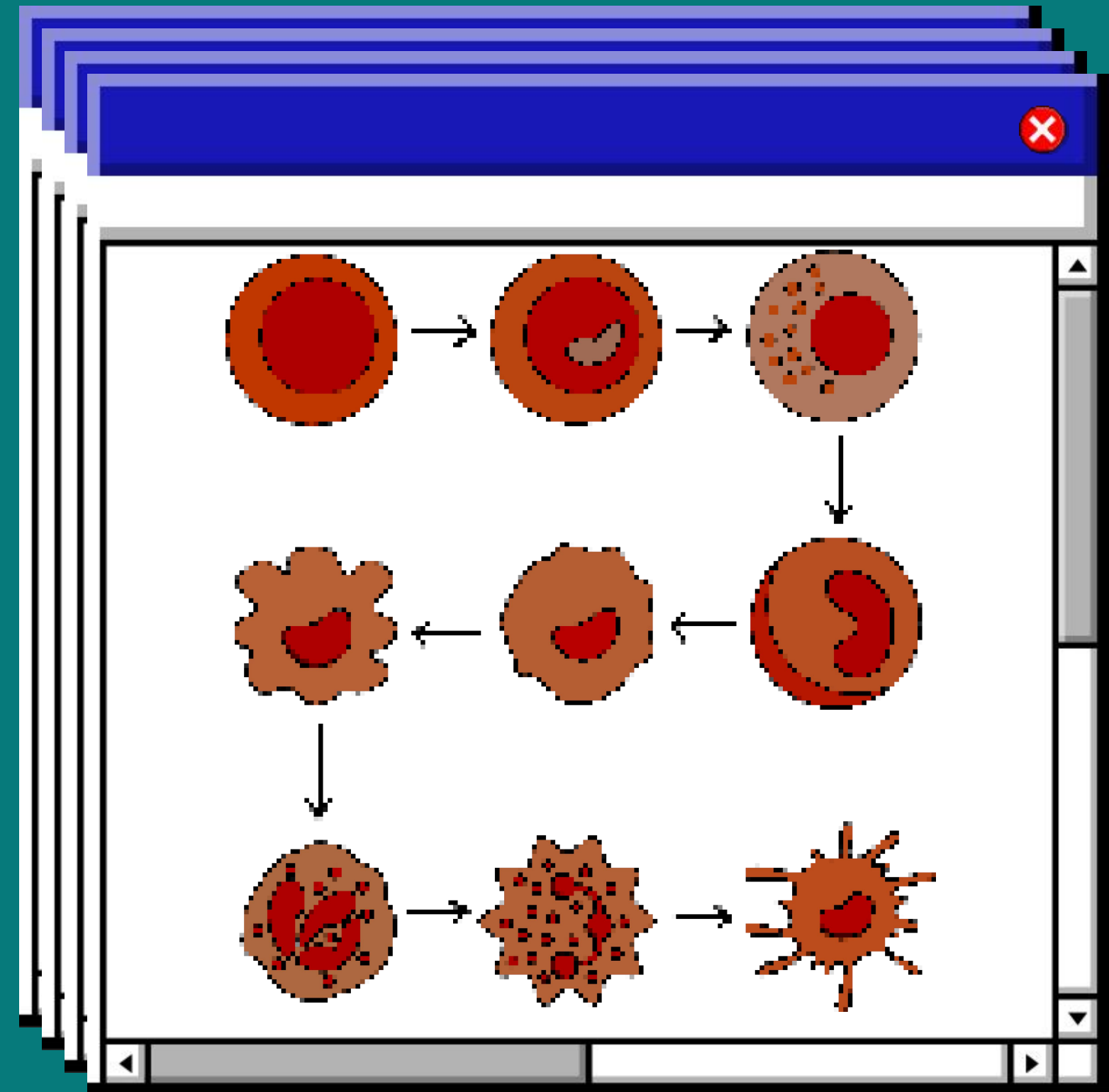




# Diagram of virus evolution

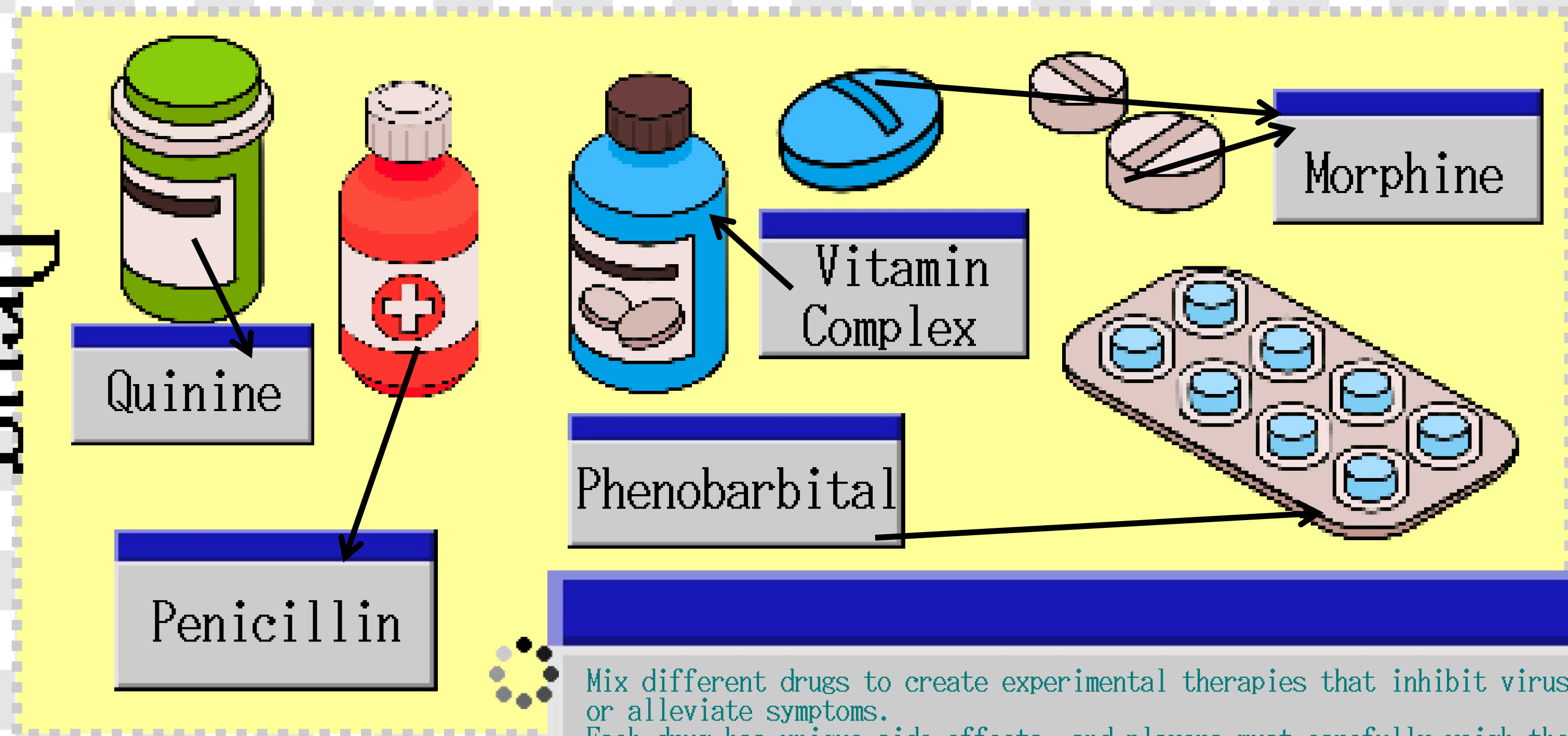
Under different choices, viruses will evolve differently.

Stage I: Cough (local symptoms)  
Stage II: Pneumonia (respiratory tract infection)  
Stage III: Inflammatory storm (severe symptoms)  
Stage IV: Multiple organ failure (widespread and life-threatening)  
Stage V: Neurological mutations (extremely life-threatening, abnormal behaviour)





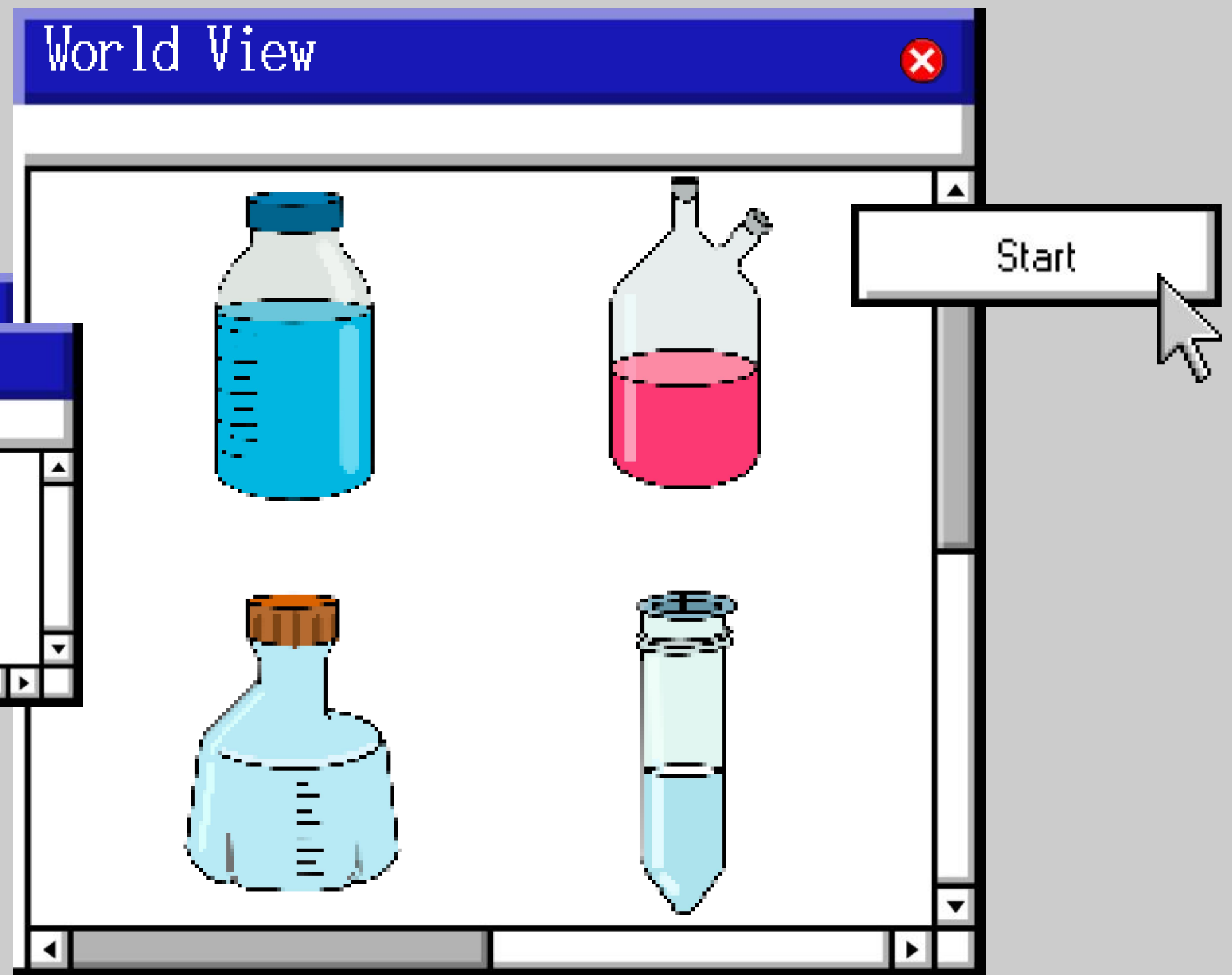
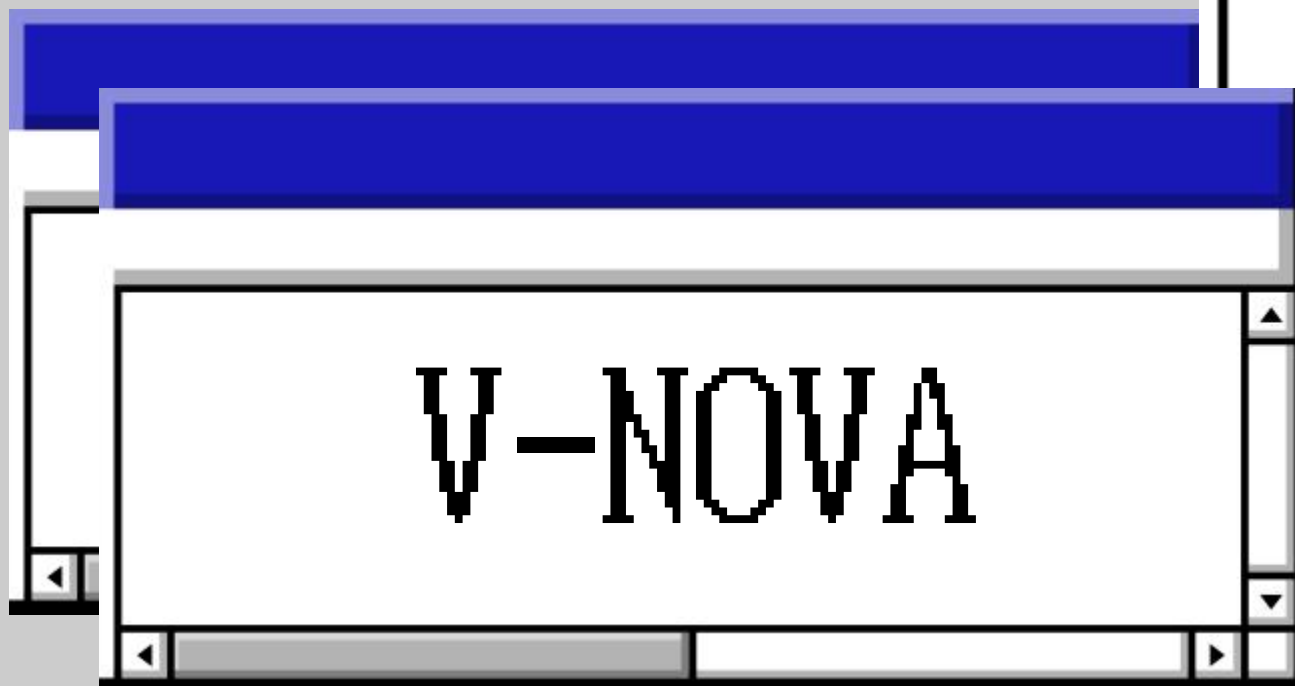
# Drug Introduction



Mix different drugs to create experimental therapies that inhibit virus transmission or alleviate symptoms. Each drug has unique side effects, and players must carefully weigh the benefits and risks to advance the storyline and determine the ultimate outcome of the virus.

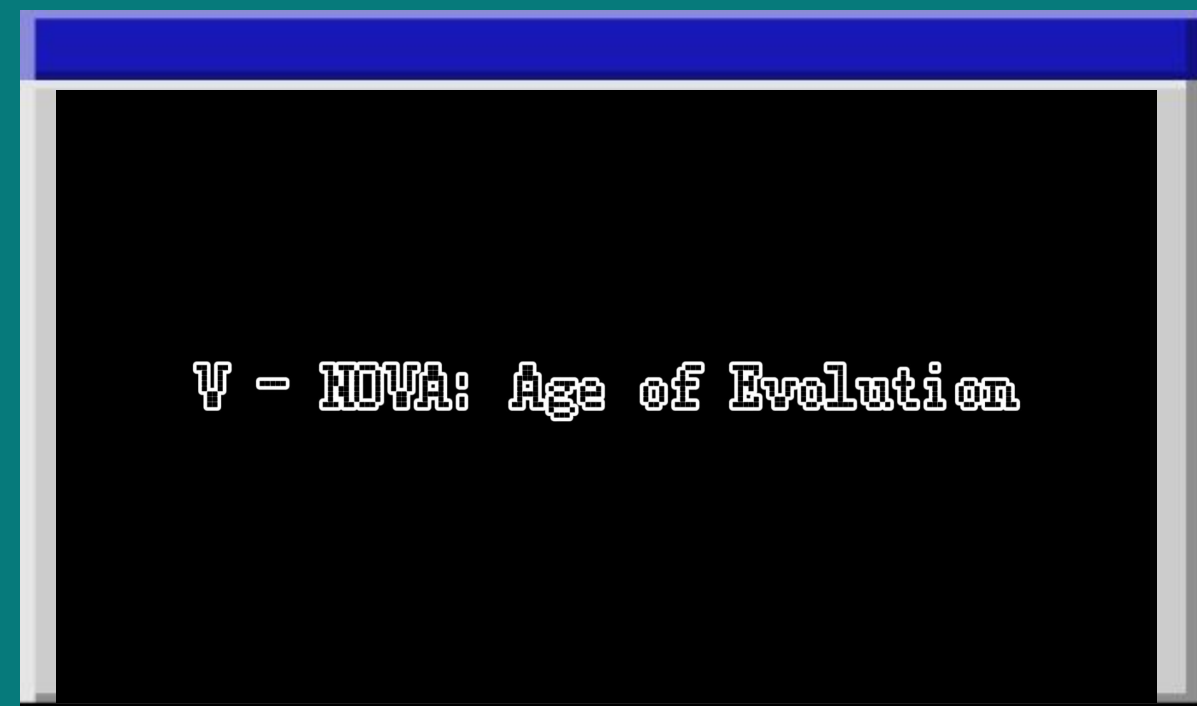


Mixing different  
drugs  
Possible effects





# Game interface



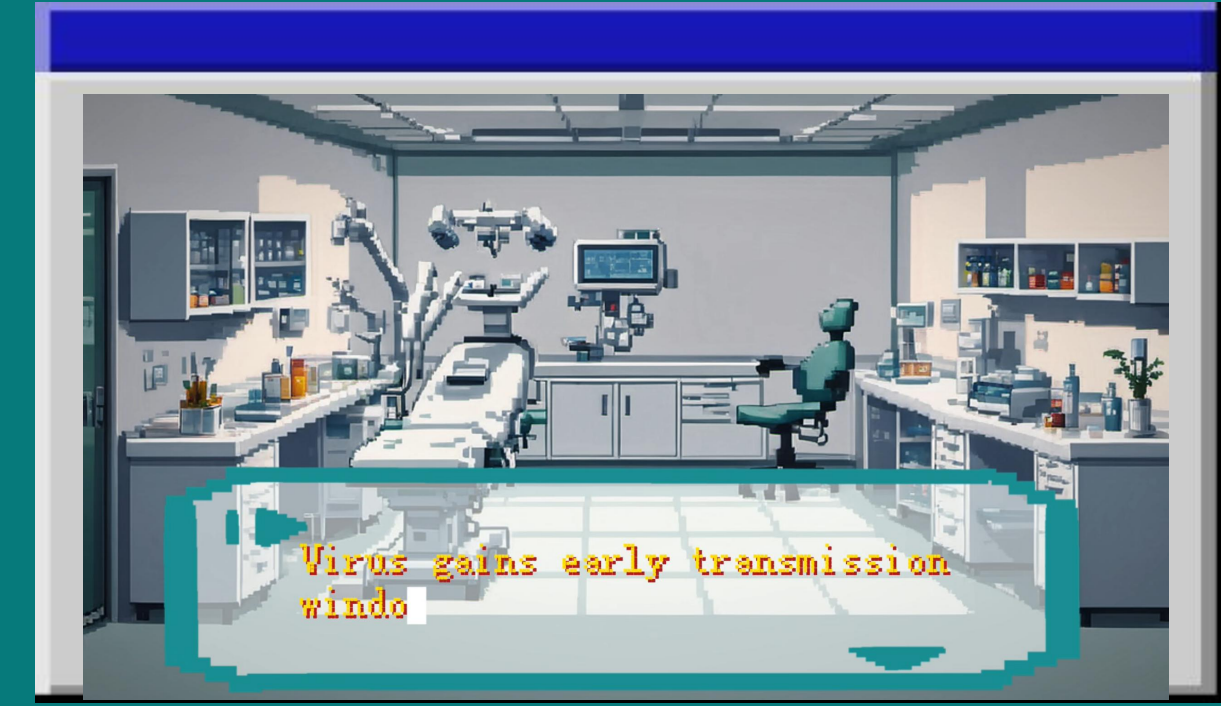
## COVER PAGE

The cover of the game interface, virus name.



## Virus details

You can see the development of the virus and the current detailed figures.



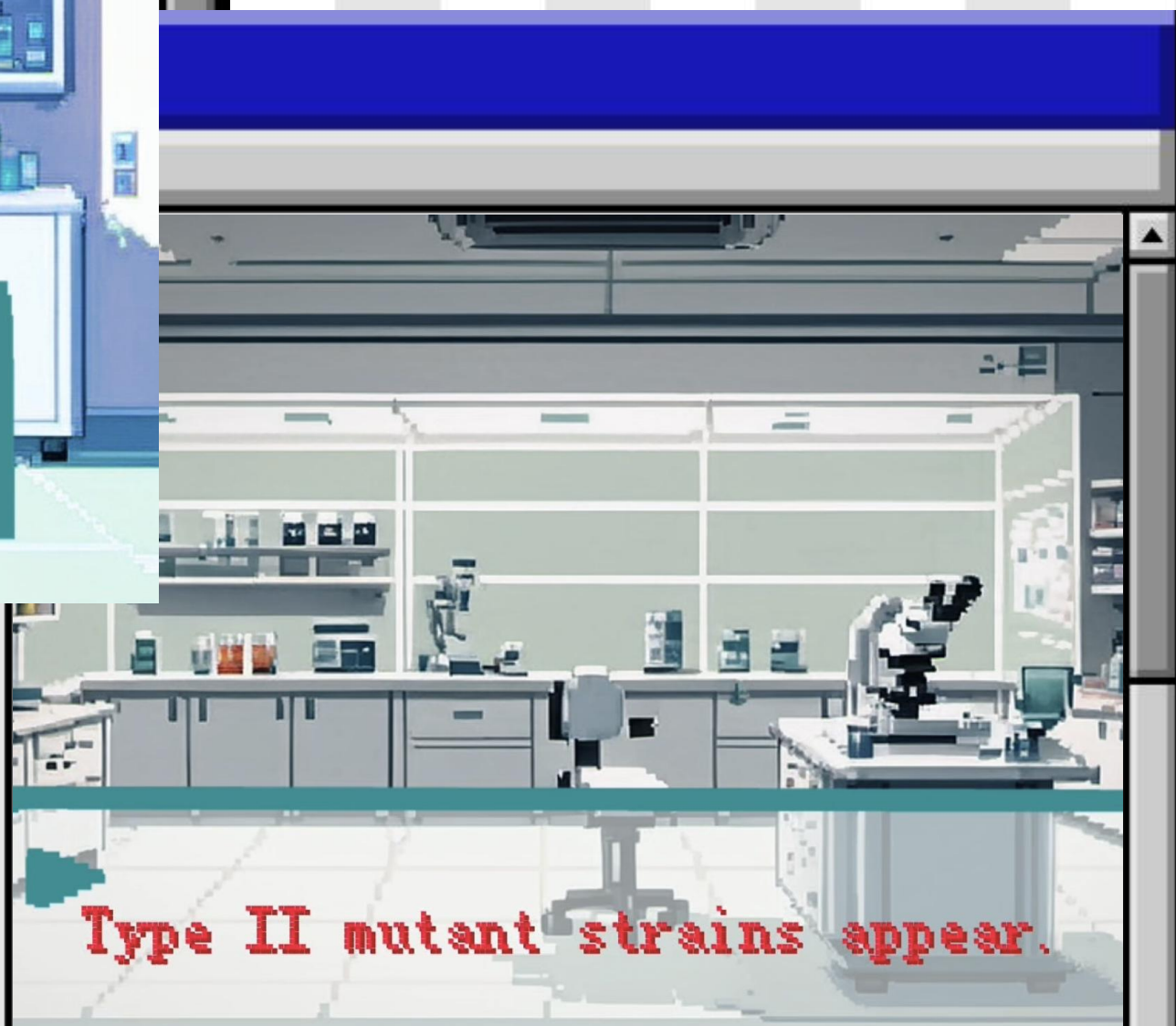
## Game main interface

The main page for plot development, where you can select different options to unlock different storylines and endings.



Game interface









# Numerical Settings Overview



During the game, each decision made by the player will affect the following four core values.

numerical value



numerical value	effect
V (Virus Adaptability)	Determine the speed of viral evolution. (high = difficult to control)
H (Human Trust)	Subsequent options may be disrupted. (high = high compliance)
T (Treatment Efficiency)	The outcome determines the winner. (high = high survival rate)
E (Emotional Stability)	Decide whether a riot will occur. (high = easy to manage)
Each value directly affects the plot development and final outcome of the game.	



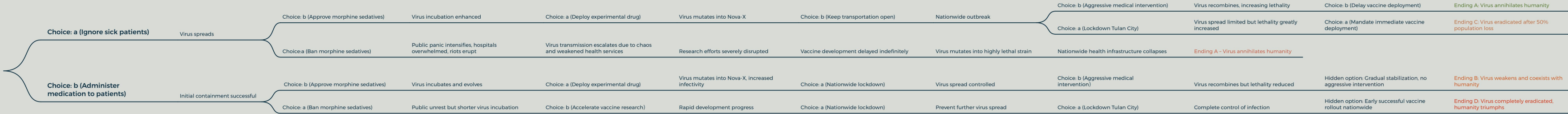


# Possible outcomes



Requirements	The End
High V + Low H + Low E + Low T	Inevitable outcome: No tomorrow (virus extinction)
Medium-low V + Medium-high H + High T + High E	High probability outcome: Dawn is approaching (human victory)
Medium V + High H + Medium T + High E	Likely outcome: Parasitic Era (weakened coexistence)
High V + Medium-low H + High T + Medium E	Likely outcome: Victory? (Virus eradicated but at a tremendous cost)

NEWS: Massive animal deaths in southern towns







THANK YOU!

HAOYUE GUAN

