Pathogen

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Physical Networks

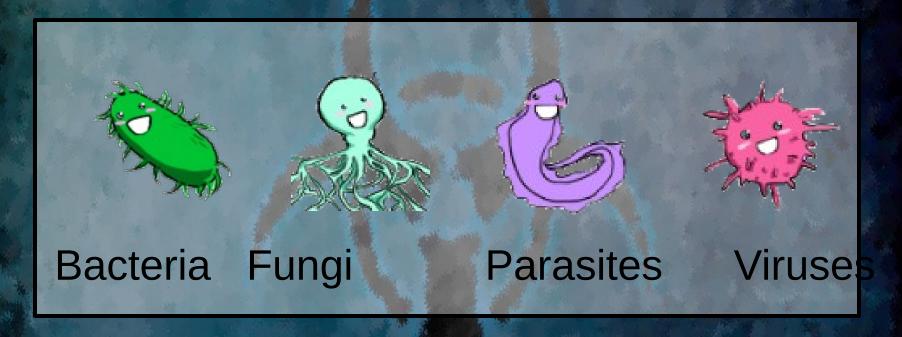Wouldn't you want to know how many people you unknowingly interact with every day, and how far your influence spreads?

Pathogens

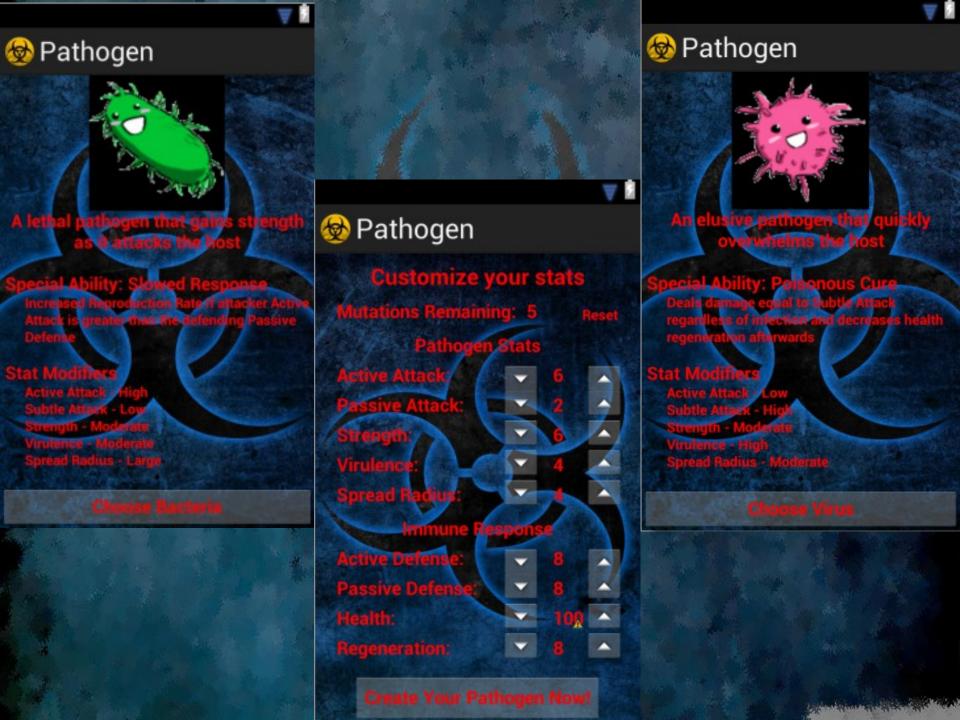What travels through all the networks that you are connected to, even when you don't want it to?

Pathogens!

Our game is all about pathogens. By "infecting" other phones with your custom made pathogen, you can see just how far your influence spreads!

How to Play

Bacteria   Fungi   Parasites   Viruses

Select your pathogen. Customize your stats. Combat other players and infect the world.

Pathogen

A lethal pathogen that gains strength as it attacks the host

Special Ability: Slowed Response
Increased Reproduction Rate if attacker Active Attack is greater than the defending Passive Defense

Stat Modifiers
Active Attack - High
Subtle Attack - Low
Strength - Moderate
Virulence - Moderate
Spread Radius - Large

Choose Bacteria

Pathogen

Customize your stats

Mutations Remaining: 5   Reset

Pathogen Stats

Active Attack:	▼	6	▲
Passive Attack:	▼	2	▲
Strength:	▼	6	▲
Virulence:	▼	4	▲
Spread Radius:	▼	4	▲

Immune Response

Active Defense:	▼	8	▲
Passive Defense:	▼	8	▲
Health:	▼	100	▲
Regeneration:	▼	8	▲

Create Your Pathogen Now!

Pathogen

An elusive pathogen that quickly overwhelms the host

Special Ability: Poisonous Cure
Deals damage equal to Subtle Attack regardless of infection and decreases health regeneration afterwards

Stat Modifiers
Active Attack - Low
Subtle Attack - High
Strength - Moderate
Virulence - High
Spread Radius - Moderate

Choose Virus

Phone Server Interaction

- After you create and customize your pathogen, the data is sent to the server and kept for 2 weeks

- Location data will be gathered while the app is not closed

- Each location data is compared to the last accurate data, and the most accurate data is then sent to the server
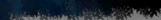
Infection

Damage -> Infection

Infections -> boosted pathogen

Boosted damage -> All infections transmitted

Reach 6 infections -> "die" and lose all infections

Google App Engine

- Cloud services where data and backend processes are located
- NoSQL database contains user and application data
- Processes run on Google Backends API
- Written and structured in Java
- Easy integration via Android Development Tools

Datastore

- NoSQL provides schema-less, redundant and simple data storage and retrieval
- Entities modeled as simple Java classes
- Structured in the datastore through the Java Data Object model (JDO)

Backend Processes

- Written in Java
- Powered by Google Backends API
- Two primary processes

Proximity Detection

- Resident Process
- Powered by Geocell location model
- Determines all users within specified distance of each other
- Processes entire userbase once per minute
- Upon detection, spawns new battle algorithm process

Battle Algorithm

- Modeled after traditional RPG battle systems
- Passive – requires no user interaction
- Calculates victor through simple algorithm
- Winner spreads pathogen to loser, increasing numbers
- Dynamic process

Why Should You Play?

- See how far you can spread your pathogen

- The constant customization and competition against other players

- The strategy and theory-crafting to create the ultimate pathogen

- The ability to tell your friends (not the TSA) that you've infected the entire city

Experience

- Immersive gameplay where you're actually carrying the pathogen you are trying to spread

- Change your behavior to travel to more populated areas to infect more people

- Enables you to know how many people you really meet everyday (and how many germs you catch)