

Patient Zero was a virtual pandemic simulator where you created a virus and spread it to other real players across the world. Designed to have just the right mix of realism and fun, you'll be compelled to drive just a few miles further than your destination so you can infect that person just out of your range.

I design and manage the database as well as code most/all of the back-end that supports the app and tracks infection spread.

We we're a two man development team working on it for fun in our spare time. We stopped work and shut it down due to lack of time.

Patient Zero might still have its own site: http://www.patientzeroapp.com

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