



1st Semester

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Assignment 2: Unity Game Prototype 1

Module Title:	Game Design
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Report about the game

The game will be a treasure hunt on a lost island. At first, the player will get hints from the monks scattered/hidden in the forest, and there will be some cannibals who will try to kill the player.

The idea of the prototype is pretty raw but it's already possible to visualize how the final delivery will be.

Each monk will be given a piece of the map that will be displayed on the game's main screen, and as the player picks up these clues, the map will be filled. Once the map is done, the player must run to the second cave and find the magic step and thus finish the first phase of the game.

In the Initial Game, the clues would be delivered after the player hit a maths riddle, but I believe that for this first level of the game it will be easier, and when the player passes the level, more obstacles can be added to make the phase more intriguing.

I had also thought of putting coins along the way, but it will be something for the next stage of the game as well as the time to find the monk.

Similar game:

<https://www.youtube.com/watch?v=ppw6kUE0sql>

I like the idea of the questions.