The Dark Valley

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Overview:

This game is a puzzle based path-finding game. The player must rely on his intuitions and memory in order to guide the hero of th game from the starting point to the ending point. This game is suitable for players of all age.

This game is easier to play for the people who are able to remember things well.

How to play:

- In this game, the player will be initially spawned on a starting point and he will have to be guided to the ending point.
- The lighting in the game will be dim, so the entire arena will not be completely visible.
- There will be localized lightning around the player (spotlight) and so only some part of the arena (where the player will be standing) will be completely visible.
- To move the player, the person playing the game will have to swipe in the desired direction to move the player.
- For some twists, there will be gaps in the path leading to the exit point, which will be filled by bridges which will come to correct position by pressing a button which will be located somewhere else.
- Also, there will be certain false paths which will lead to a dead end.
- There will be points for each level.

- The next level will be unlocked only when current level finishes.

Features:
- There will be options for pause and resume.
- There will be special option whereby one can see entire arena for 5 seconds and after that the background will again go dim, but it can be used only once in each level.

Implementation:
The game will be developed using Unity3d engine and Visual Studio 2017 as the engine has good capabilities to make games which are not graphic intensive, but has many features which can be quite handy when making the game. Also, it is choice of preference because we have used it.

Innovation:
- Keeping the background dim so that instead of the entire path being visible, only certain portion is visible which increases the difficulty of the game.

Scope Management:
- High score sharing system
- A system whereby the points get reduced with amount of time taken reach the endpoint
- More difficulty of levels such as water flow path or dangling bridges susceptible to breaking
- Introduction of enemies who have to be fought with while finding the path.

Player Experience:
- Player will enjoy playing this game as this will improve the memory skills of remembering the path taken.
- It will also enable a person to make correct intuitions based on the pattern of the game.