



Lab02

Overview

I would like to references the impossible game

The impossible game is multichoice game with interactive graphics that correlate with the games premise. The main objective of the impossible game is to answer Riddles and

unfinished puns in order to advance to the next level they use graphics and play on words to make the game “impossible”. What's great about this game is that it never creates frustration it just makes you laugh because in reality the answers are very obvious

What I want to take from this game is its clever ways they ask questions which leads to even more clever answers that makes you think out of the box

Story

You're just in a fever dream everything makes sense in the piglet's kingdom

Your life consists of sleeping, eating, drinking, watching TV then every day you are sucked into the piglet's hunger games for the best jokester/ Pun master.

Players

You will be playing as yourself and am hoping to create a start command that enters your name and attaches it to NPCs dialog or instructions as well as of course the riddles and puns and descriptions of what you see (more interactive)

The crowned piglets is forever a child in his body and mind set but has lived in this world for many generations.

World

You will start in your normal life lounging maybe doing tasks to get power ups you will have a timer on the bottom until the challenges commence once they do you go through a slide that takes you to the start line in the middle of a saturated colorful nothing quite makes sense here the birds also look like flying pigs the birds snort at you the fishes stay on land and play cards with one another is it a dream NO! It's the crowned piglets court where anything makes sense if it's funny you look ahead and see a huge building when all of a sudden the building started moving on its own like a Rubik's cube flipping in on itself. It will be the start of the race where everyone races to win the crowned piglets approval for being the biggest jokester

Start / How to play

Game will be like squid games you will be competing with others you can't see

If they get in your challenge you compete with each other if you win you advance two levels because the player that lost will give you the key to go to the next door ahead

If you lose you have one more question to answer to move ahead

Game play

There will be easements in the rooms that can help you answer the riddle When you answer in my game though you will be equipped with items for inventory open trapped doors, find hidden passage ways and move on to get more clues or riddles from npcs in order to advance for npc you may need to give something or interact in some way to move on).

Finale boss

Riddle challenge with crowned piglet tests your silliness

Objective wins for the game/ Scoring

Win the crowed piglet's approval to have the chance to ask of anything you'd like win tools and powerups for your next run through

There will be different themes for each room color coordinated the lay out of the room will correlate with the riddle or pun

Maybes /Scoring

Maybe you will have moments where you can just live in your home doing task to power up and make the challenge easier there will be a Timmer to collect the most points before you head into the challenge to buy power ups for the game once called the challenge starts

You can maybe win food and supplies for task throughout the game as pick up items so you can gain more points before the game

Note: May change colors

Room One description The purple room

You see child socks scattered open lollipops stuck on walls and a huge bed that would be suited for a demi good not a child decorated for a little girl.

There is

A bed

Locked treasure chest

Small hidden little door (will have to find)

Batteries (Have to find)

Room two description The Blue room

Animatronics

Flash light (will have to find)

Key to the next door will have to find

Room three description The orange room

Toy room

Ball

Robotic toy

Music box

Room four yellow The sunshine room (may have spikes in temperature)

Drawings of suns everywhere

Bear in comparison to the rest of the house but floors covered in a field of sand

In this room it will be the hardest of all you will be timed by the peppershrikes

When it goes up the sand turns in the quick sand

You will be given the riddle to figure out what exactly you need to find in this sand it may be missing items or the way to win against the crowned piglet

Opposite rooms description (switches up the elevator room layout changes direction e. n.w.s)

When switched room switch two same room different position one added element you will need to find (helps further down the game)