Nazareth: The Search for the Lost One

For our game, the style we went for is a top-down perspective, arcade-style maze game. The game will have the main character navigating a dungeon to try and collect all 10 constant rewards in each level to open the exit door. Each starting door will be somewhere on the left wall and the exit doors will be somewhere on the right wall. On the game screen, it will display the game board, the objects on the board, the player's score and the time that has passed since the level started. The obstacles for the player are the enemies and the barriers.

There are 2 enemy types, a moving flying skull and a stationary bomb punishment. Both the skull and the main character will move at the same speed of a maximum of 4 cells per second, but for the skull, it must wait a quarter second to pause if it wants to turn in a given direction. These numbers come from our tick speed which is 32 ticks per second, with the game checking every 8 ticks for player input. If the player is to enter a cell containing a bomb or a skull they will be given a game over screen.

The game will have outer walls on the outsides to make a box along with barriers on the insides to block the player from moving. If a player is to move into a wall they will be stuck on the cell right before they hit it and will have to input a direction that will not move them into a wall or barrier cell.

There are two types of rewards in the game. The constant rewards are silver bars that the player must collect to finish the level. These rewards are worth 100 points each and will spawn in the same location for each level. The other type of reward is a bonus reward. This will be a treasure chest that is worth 200 points and is not required to finish the level. The chest will have a random cell to spawn in and will despawn after 10 seconds.

There will be multiple levels. To access the next level you must complete the previous levels. For a player to finish a level they must collect 10 rewards and get to an exit door. Every level will have a different layout for the barriers, rewards, punishments, doors and enemy spawns.

We will have a menu system for our game for when the user is outside of the actual gameplay. This includes the main menu, victory menu, failure menu, and a pause menu. In the main menu, the user will be given the choices of options, lore, exit game and start game. The options menu includes volume control, language control and editing key bindings. The lore section will have story backgrounds for the setting and the characters. When a user selects the start game they will press space then enter level 1. From there they must beat each level sequentially to unlock the next. The victory menu will display the score and how much time it took the player to complete the level. This menu will also include a button to go onto the next level. The failure menu will include a game over screen and buttons to restart the level and one to go back to the main menu. The pause menu will come up if a player presses pause while playing the game. While in the pause menu you can access the options menu, go to the main menu or resume the game.