

Hansel and Gretel: Through the portal

Conference City and State:

Louisville KY

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Team ID:#

Member 1: Clement Amoah: #
Member 2: Dillon Smith :#
Member 3: Dakota Manley : #
Member 4: Adam Richardson :#

The Purpose of Our Game

The purpose of our game is for players to learn the value of teamwork and friendship by working together as Hansel and Gretel through their journey. Players must rely on each other's unique abilities to overcome obstacles and escape the dangers that happen through different game modes and dimensions. The game blends elements of strategy, exploration, and problem-solving, reinforcing the themes of trust and teamwork. The game is designed for players aged 8 and up, making it suitable for families, young gamers, and those who enjoy cooperative gameplay. It also introduces story elements of Grimm brothers with different elements of fairy tale stories in the game. The keyboard gaming mechanics make the game engaging and the storytelling make it appealing to both casual players and those looking for a meaningful multiplayer experience. Two players control Hansel and Gretel locally and Players must communicate and strategize to overcome challenges, enhancing their collaboration skills.

Problem-Solving: The game encourages critical thinking through interactive puzzles and decision-making. **Social Connection:** By requiring cooperative play, the game promotes bonding between players, making it a great experience for families and friends.

The Rules of Our Game With game Mechanics

Each fairy tale has its own game. The mini games feature simple controls (using arrow keys, WASD, and sometimes the mouse and space bar), and the players need to perform tasks like dodging, collecting items, or activating special powers to move on to the next level or story.

The Pied Piper Rules:

- Use arrow keys and WASD to move
- Avoid rats and collect eggs
- Press the down arrow key or S key to activate powers (shield and arrow)
- Collect book pages to proceed to the next level
- Press SPACE to start the game

Golden Goose Rules:

- Use WASD and arrow keys to move
- Dodge enemies and collect all the eggs
- Use power-ups to gain an advantage (press SPACE to activate shield and arrow)
- Press SPACE to start and reload the game & activate power-up

Aladdin Rules:

- Use W key and up arrow key to fly
- Avoid clouds and try to get 20 points to win
- Press SPACE to start and restart the game

Jack and the Beanstalk Rules:

- Press W and up key to jump
- Jump on blocks to climb the beanstalk
- Reach the top to win
- Press SPACE to start and reload the game

Hansel - Robin Hood Training Rules:

- Use arrow keys to move around
- Click and move the mouse to shoot the targets for your training
- Train with Robin Hood for the witch fight
- Press SPACE to start the game and reload the game

Gretel - Rapunzel Training Rules:

- Use left & right keys to dodge falling items
- Press down key to activate the shield
- Train with Rapunzel for the witch fight
- Press SPACE to start the game and reload the game

Witch Boss Fight Rules:

- Use arrow keys and WASD to move
- Run from the witch and collect book pieces
- Find the full book to return home and fight the witch
- Press Space to continue
- Avoid falling witch spells and collect eggs
- Climb the platforms to defeat the witch and find the portal to go home

Game Collisions and interactions:

****When Hansel and Gretel collide with the rats in the first level, they lose. When they fall off the platform, they lose. When Hansel and Gretel collide with eggs in the second level, they collect points. When they collide with the geese, they lose. When Hansel and Gretel collide with the clouds in the 3rd level, they lose. When Hansel and Gretel jump on the blocks in the 4th level, they progress further up the beanstalk, and when they fall off the platform, they lose. When Hansel collides with the targets, he gets trapped. When Gretel collides with the flying objects, she loses. When Hansel and Gretel collide with the witch, they lose, and when they collide with the eggs, they collect points. When Hansel and Gretel collide with the spells in the boss level, they lose, and when they collide with the*

*portal, they go back home. Whenever Hansel and Gretel collide with any of the book pages, they go to the next level or collect points in the boss level.****

The Storyboard

The plot revolves around Hansel and Gretel, who escape into a magical portal and get pulled into different fairy tale worlds, battling a wicked witch along the way. They meet famous characters like Rapunzel and Robin Hood, who help them develop new skills to fight the witch. The game is designed around the shown narrative, with different mini-games inspired by various fairy tales and various retro games. Here's a breakdown of how it plays out: Main Story: Hansel and Gretel stumble upon a magical book in the witch's candy house and are transported to other fairy tales. They must defeat the witch and beat the different games to return home. Each fairy tale has its own game, such as: Pied Piper, Golden Goose, Aladdin, Jack and the Beanstalk, Robin Hood Training, Rapunzel training and the Witch Boss Fight. The players will need to perform tasks like dodging, collecting items, or activating special powers to move on to the next level or story. Eventually, the witch discovers Hansel and Gretel during their training, forcing them to flee through the witch's furnace. They must navigate the fiery maze, evade the witch, and find the portal that originally transported them through the different fairy tale worlds—ultimately returning home! The overall theme emphasizes teamwork, friendship, and growing stronger by working together—something Hansel and Gretel learn through their journey. The combination of narrative and interactive gameplay makes this an exciting adventure!

Copyright

We are not using anybody else's trademark (all art is made by Dillon Smith and Dakota Manley and all code and music is made by Clement Amoah).

Work Log

Date	Task	Time	Comments
09/10	Video Game Design	1 hour	Finding fairy tales to use for the design -D.S
09/17	Video Game Design	1 hour 30 min	Made music (Dillon & Clement,) made art (Cody,) -D.S
9/24	Video Game Design	1 hour 40 minutes	Made music (Dillon) made code (Clement) Made background (Adam) Made art (Cody) -D.S
9/26	Video Game Design	1 hour	Made background art (Adam) made character art (Cody) helped with art and made code (Clement) -D.S
10/1	Video Game Design	1 hour 30 min	Cody made art, Clement and Adam made names, and Dillon organized a portfolio. -D.S
10/15	Video Game Design	4 hour 20 min	Cody made art for hansel, Clement made music and finished all levels to the game but boss level, Dillon made music, -D.S
10/22	Video Game Design	1 hour 40 min	Cody made art for Gretel and Clement Fixed Bugged Code -C.A
10/29	Video Game Design	1 hour 30 min	Cody made carpet, and blocks. Clement, Adam, and Dillon made 3 sections of the story. -D.S

11/7	Video Game Design	1 hour 30 min	Cody made art, Clement helped Cody, Adam tried making background, Dillon Worked on portfolio. -D.S
11/12	Video Game Design	1 hour 15 min	Dillon made art and worked on portfolio, Clement coded. -D.S
11/19	Video Game Design	1 hour 15 min	Adam made up a story. Clement coded, Cody made art. Dillon worked on portfolio -D.S
11/21	Video Game Design	1 hour 40 min	Adam made a story, Dillon made art/worked on a portfolio. -D.S
11/25	Video Game Design	1 hour 30 min	Clement code video game and Dillain and Clement made background art for first 3 levels-C.A
11/26	Video Game Design	1 hour 40 min	Clement code video game/ ,made music and Dillanl made background art for the 4th and 5th level-C.A
11/27	Video Game Design	2 hour 40 min	Dillan and Adaml made background art for 6th level and helped Clement on background level for the last level. Clement code video game and made music for the game -C.A
12/12	Video Game Design	1 hour 40 min	Clement photoshop title screen and coded intro with cut scene
12/17	Video Game Design	1 hour	Testing Video Game -Dillon, Clement. Cody

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