# Four Loops – Shaytaan Slayers Game

Background:

One day, you suddenly awake from your slumber in a fantasy world, faced by challenges you have never seen before! In order to return home through the Earth portal, you must first combat and climb to the top of the tower, going through levels 1 through 4, each containing its own unique set of challenges. Enter if you dare!

Story Line:

The game will begin with the user being prompted to select a main character who will serve as the protagonist. Upon being chosen, the respective main character will go through a series of 4 levels each with a level based on an element of life (Earth, Wind, Fire, Air). Each level increases with difficulty, and if the user is unsuccessful, they restart at their last obtained checkpoint, however they can only do this 3 times, using up their 3 lives, before they must restart from the beginning. Once they successfully reach the end, they can go through the earth portal to return home.

Rules:

1) Unique rules corresponding to each level.
2) Main objective – kill final boss.
3) Cannot skip levels, can only move on after completion of previous level.
4) Need a certain amount of "XP" to move on to next level.
5)  After 1 life lost, can go back to checkpoint
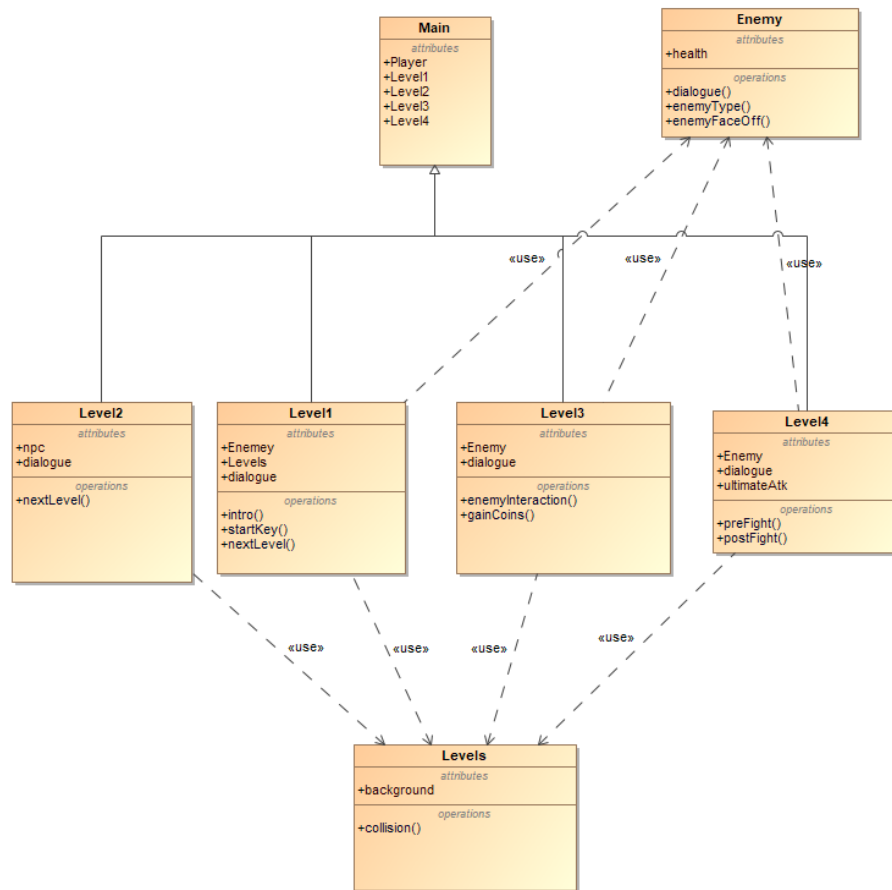6) After 3 lives lost, must go back to beginning

**Main**

*attributes*
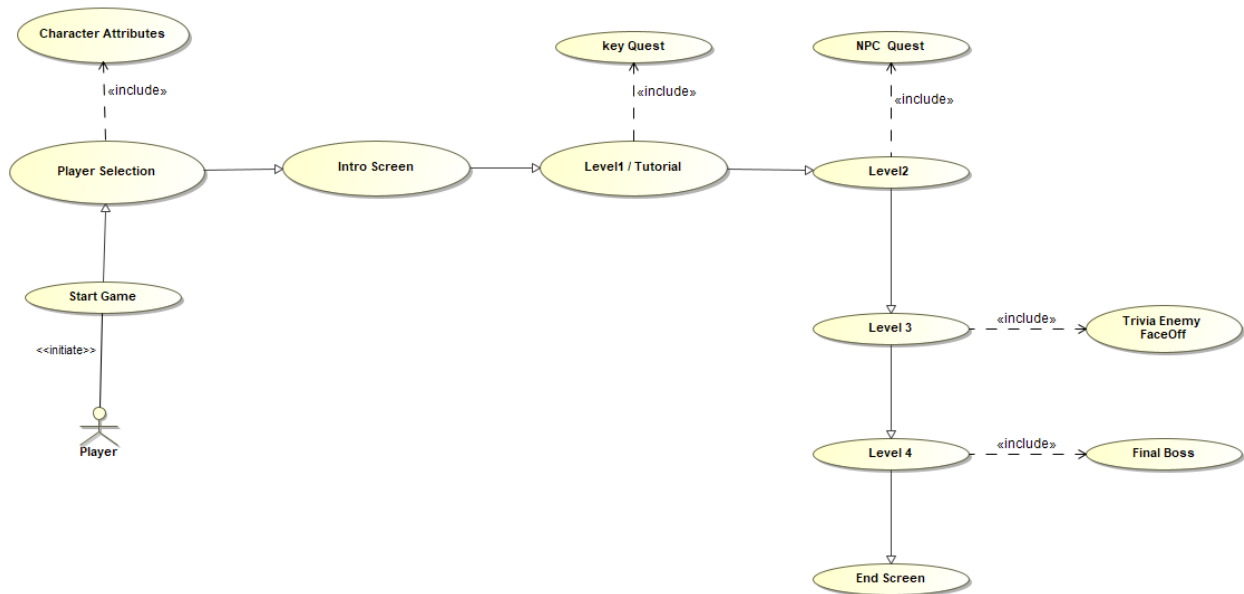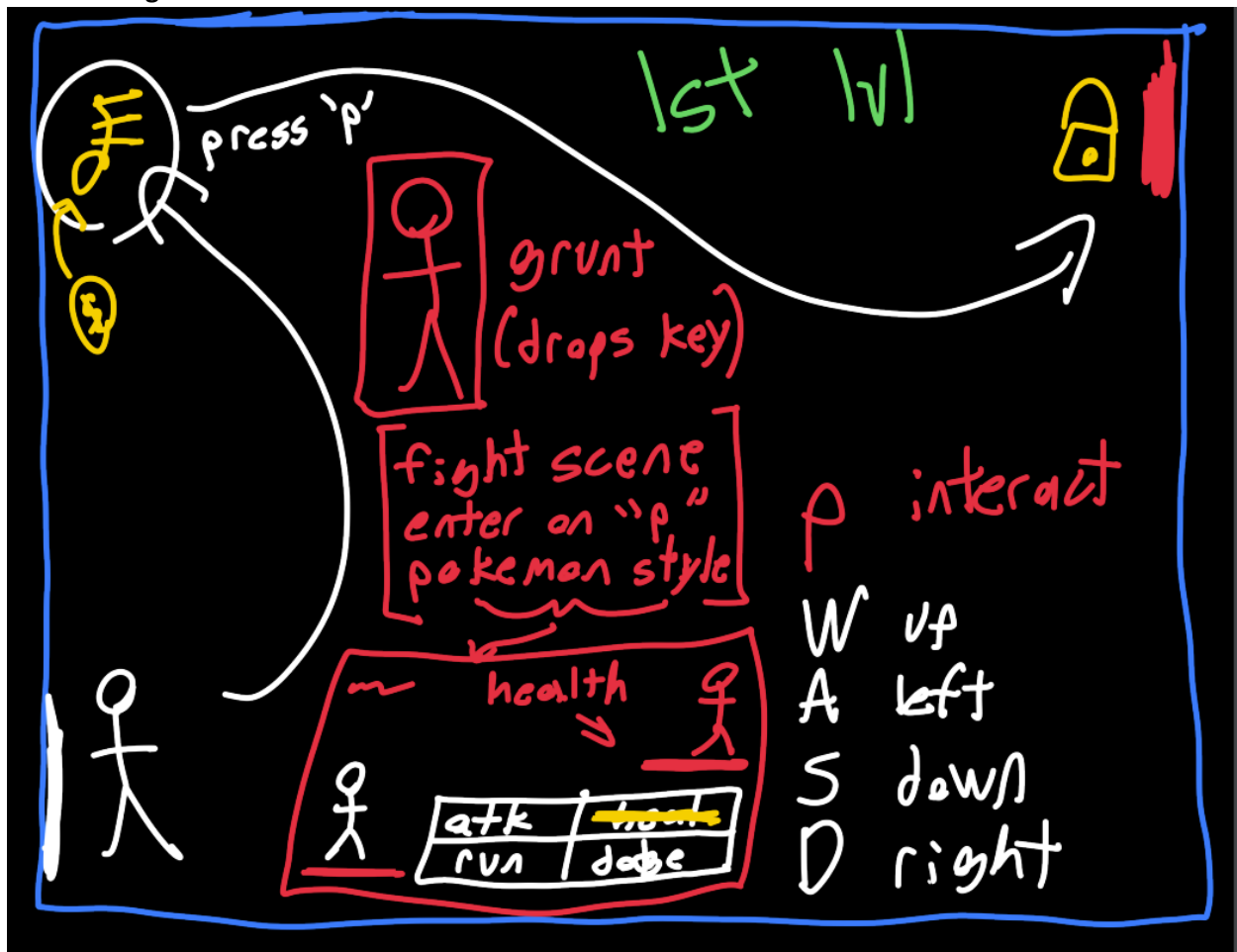+Player
+Level1
+Level2
+Level3
+Level4

**Enemy**

*attributes*
+health

*operations*
+dialogue()
+enemyType()
+enemyFaceOff()

**Level2**

*attributes*
+npc
+dialogue

*operations*
+nextLevel()

**Level1**

*attributes*
+Enemey
+Levels
+dialogue

*operations*
+intro()
+startKey()
+nextLevel()

**Level3**

*attributes*
+Enemy
+dialogue

*operations*
+enemyInteraction()
+gainCoins()

**Level4**

*attributes*
+Enemy
+dialogue
+ultimateAtk

*operations*
+preFight()
+postFight()

**Levels**

*attributes*
+background

*operations*
+collision()

«use»  «use»  «use»  «use»  «use»  «use»  «use»

*Figure A - UML Diagram*

*Figure B - Story Sequence Diagram*

**Our Drawings:**



1st lvl

press 'p'

grunt (drops key)

fight scene
enter on "p"
pokemon style

health

atk
run
hurt
dodge

p interact

W up
A left
S down
D right

2nd lvl (quest giver)
Must talk to him

3rd lvl → quest lvl → gives reward

Pass goblin to complete quest

Trivia

(on interact)

$

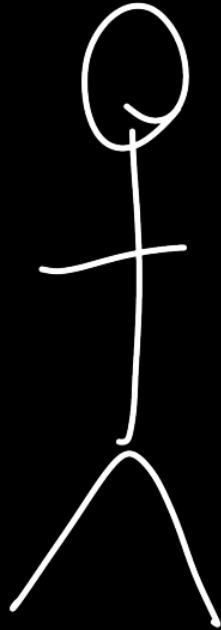| A | B |
|---|---|
| C | D |
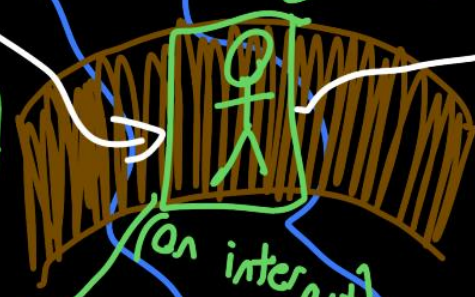
lvl 5 Boss fight [street fighter]

health                    health

p - attack
a - left
d - right
space - jump
w - block/(roof)
s - special

(1/4)
↑
specific
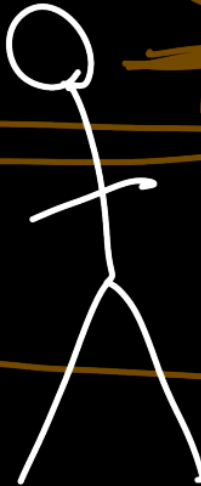→ chars

Story:
- SAO ( buy a vr game, get stuck
        inside must finish game to
        get out)

- Goddess explains game & twist
- Point gains
  ↳ health
  ↳ skills (xp)
  ↳ coins (pots)            + level 5
                              ↑ boss

- 4 levels based on 4 elements
- 4 char options based on
  elements
- must explore the world and
  defeat the final boss to win