# Introduction

This document outlines the requirements for the rewards screens for each of the 4 levels in Quest for the Kingdom’s Key. The document will outline the filenames, specs and descriptions of each file needed for these screens.

The folder associated with the document will also include various art assets used in the game, if needed for the rewards screens

## Reward screens

All the rewards screens will be used as digital certificates that will allow the bearer of said certificate to gain extra tickets on each of the 3 nights of Teen Revival. The initial number of tickets was 5 tickets, but a version of each screen with the numbers 1 to 10 would be useful (for a potential of getting tickets based on score).

The final image for each digital certificate will be **384x216 pixels** with a bit depth of **24**. The file will need to be in the **PNG** format

The file name for each image will be as follows: **Level##\_Points##\_Certificate.png**.

The first ## is the level, the second ## is the number of points the file represents.

Each certificate will contain the text of the date for which it is valid (IE: Monday, Nov 11th) as well as the number of tickets it’s valid for.

### Level 01 Reward Screen

Level 01 of the game is a jungle level. It starts with the player crashing a plane and ends with the player entering a cave.

This rewards screen is good for **Monday, Nov 11th**.

### Level 02 Reward Screen

Level 02 of the game is a cave level. It starts with the player entering the cave and ends with the player leaving a cave. The cave will have a spider (or two) in it.

This rewards screen is good for **Tuesday, Nov 12th**.

### Level 03 Reward Screen

Level 03 of the game is a second jungle. It starts with the player entering a jeep and ends with the player entering the temple/ruins. This level is primarily driving in the jeep.

This rewards screen is good for **Wednesday, Nov 13th**.

### Level 04 Reward Screen

Level 04 of the game is a temple level. It starts with the player entering the temple and ends with the player find a “key”. This cave will have skeletons, snakes, bats, coins, and treasurer chest.

This rewards screen is good for **Any night**.

## Main Menu

If you would like to “redesign” the main menu, the assets have been included for that menu as well. Because there are may components, if you change the positioning or the size of the objects, please give me a reference sheet relative to the background for each object so I can place accordingly in the application.

**mainmenu\_background.png** is the background of the main menu. The dimensions are 384x216. This is the size of the game view.

**spr\_Level##\_Select\_0.png** is the button to press to select each level. The dimensions are 64x85, but this is flexible. As long as all 4 levels are accessible with the associated rewards and title on screen. Please allow about 10 pixel padding on each side of the view port as well.

**sprRewardLevel##\_0.png** is the button to press to view the reward for each level. The dimensions are 60x30, but this is flexible (see spr\_level##\_select.png)

**sprGameTitle\_0.png** is the title for the game to appear on the main menu. The dimensions are 233x75 but this is flexible.

## Additional Assets

The additional assets folder contains the game assets used in the game. You can use these as source material for the rewards screens.

## Measurements

The Adventurer is 21x33 pixels

The Snake is 16x16 pixels

The Jeep is 95x55

## Additional Resources:

Here is where I found a generator for the Indiana Jones Font.

<https://fontmeme.com/indiana-jones-font/>