**Game Design:**

**Game Controller and Game Design:**

**1 - Secret Ancient Temple:**

**Game Controller:**

3 buttons

3 LED lights:

1 green

1 orange

1 red

2 flex sensors

1 potentiometer

**Game Controller Design:**

There will be 3 buttons evenly spread out on the board, near the front of the controller.

In between each button there will be LEDs lights. The first one in the row will be green lights. Then in the middle will be orange lights. Then lastly on the row will be red lights.

On the side will be 2 flex sensors, one on either side.

Then a potentiometer between the flex sensors.

If the password is correct, the game will unfreeze and the player can proceed to the portal. However if the password is wrong the player will have to redo the level.

**Game design:**

2D Game, third person game set in an ancient Egyptian secret temple.

The player must get to the locked doors and crack the password to open it, by the player must press the correct button to open the door.

Every time the player is wrong the player has to redo the level, however if the player guesses correctly then can then progress onto the next level. There will be 3 – 4 levels before getting to the gold and winning the game.

The player must the left flex sensor to move left and the right flex sensor, to move around and get to the door as well as avoid traps. The player must use the potentiometer to jump, by getting to the end of the spin either side. Once the door is open, the player then must move the player to the portal that takes them to the next scene.