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Scenario: “GET SAMMY HOME”

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Same is a boy who is lost in the city. Sammy wants to go home from his current position. The GUI shows a road and the actor can be moved with keys.

* As the actor moves along towards home, he faces certain obstacles which test the player’s programming skills.
* The player must help the actor to overcome the obstacles using certain algorithmic actions.
* The following hurdle will be different to the first hurdle. Different set of actions will be used to solve the hurdle.
* After every hurdle is solved, the player gets a key which will help it to overcome a similar hurdle the next time he faces it with going through the process all over again.
* Once Sammy gets home, the stage is completed.
* In the following stage, the algorithms are tougher and need a combination of skills to be used,

**Multiplayer:**

The multiplayer mode can be implemented in two ways:

1. Concurrent session:

The players will be playing concurrently and the one who finishes the task in lesser time wins.

1. Independent sessions:

The players will complete their stages one after the other and scores will be maintained for the individual sessions. After all the stages are completed, the winner is declared by tallying the sum of scores.