

Game Overview: “Escape from paparazzi!”

CMPT276 Group 18

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Concept: The aim of “Escape from paparazzi” is to provide users enjoyable and exciting time

Story: This is a game in which a celebrity trying to escape from a bunch of paparazzis and their cameras at a mall. The celebrity needs to collect all disguise items from different stores in the mall because paparazzis block the exit and the only way to pass them is by using a disguise.

Main character: The celebrity who is trying to escape

Moving enemy: Paparazzi who are trying to find the celebrity

Punishment: Camera that paparazzis set at the hallway of the mall (It won't move)

Regular reward: Disguise items that required for escape from different stores. Four items in total: Hat, sunglasses, coat, shoes

Bonus reward: Fans who want a signature from the celebrity. Will “leave the mall” after few seconds (disappear)

Score: will increase after the celebrity find a disguise item or give signature to fan, and it will decrease after the celebrity “meet” cameras (because the celebrity can still trying to hide the face from the camera). If the celebrity “meet” paparazzi, it means game over.

Barriers: Various objects depend on which store it is, such as shelves.

Instead of a big maze, this game will have four small mazes in total, each of them will contain one regular reward, one or two moving enemy/enemies and some punishments. The player will have to visit all four mazes, collect all regular rewards and reach the exit to complete the game. The regular rewards will NOT located at the exit of the maze or closely near the exit. Please look at the mockup for the detail of the map.

After left a maze, the exit of the maze will be blocked. Hence, the moving enemy from pervious maze will not keep chasing the player to the next maze. (To lower the difficulty)

There is a “time limit” system in this game. Hence, the player have to finish this game under a specific time period. The remaining time after completed the game will be transfer as a bonus score and add to the final score.

Also, the player can choose an alternative way to collect regular reward easily if the player want to save some time. The player can collect the regular reward from a maze by walk through the punishment, sacrifice some scores and enter the maze from its exit. Despite loss some scores, this approach should be much easier than enter a maze from entrance to collect the regular reward. It is up to the player decide which way to choose on each maze.