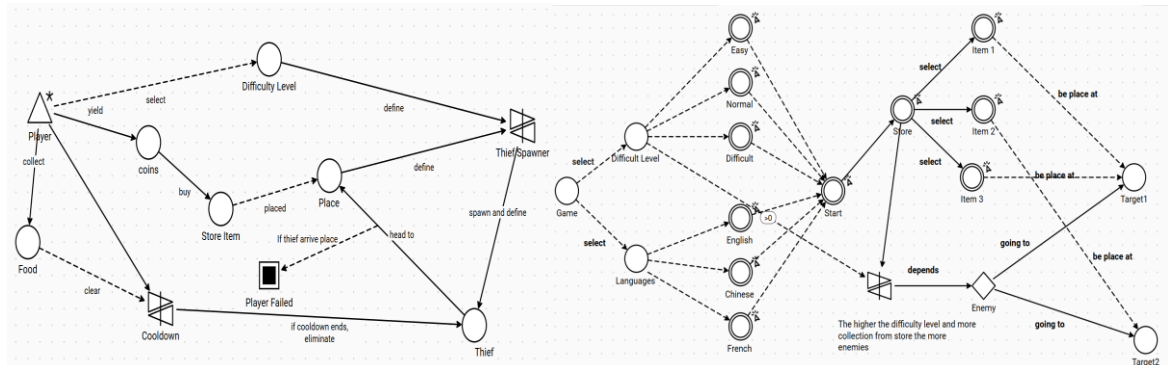


COMP3751 MGD Summative Assignment – Game Project Description

Game Title: Protect MCS Exhibition!

Genre: Simulation, Casual

Storyline: You are the MCS exhibition host and security guard. Buy valuable collections from the store to expand your exhibition, but beware—thieves are targeting your items! Catch them before they steal your collections.



Core Mechanism and Logic: Players choose the difficulty level (Easy, Normal, Hard) and language (English, Chinese, French). Purchased items are displayed in specific areas. Thieves target these areas based on the items bought. Higher difficulties increase thief spawn rates and challenge.

Game Object Interactions: Thieves target locations tied to purchased items. Players eliminate thieves by clicking, with a cooldown between clicks. Collecting food resets the cooldown.

Game Implementation: The game has three scenes: Menu: Set difficulty and language. Store: Purchase items using coins. Play: Defend the exhibition from thieves.

Features: Dynamic Difficulty: Higher difficulty = faster thief spawns.

Coins: Earned by eliminating thieves and used to buy items.

Animations: Thieves have running and dying animations.

Inclusive Design:

Simple Gameplay: Intuitive controls for all ages.

Multi-language Support: Automatically detects English, Chinese, or French preferences.

Engagement:

Cooldown mechanics, thief behaviors, and animations enhance challenge and immersion.