Game Begetter

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Game:

Santa In Danger

BASIC IDEA:

At an isolated location in North Pole, there is a gift center containing millions of gifts. So, some gifts are collected and a person is assigned to that bulk of gift. Now, the person becomes Santa for a small region on earth, he dresses up in costume of Santa and takes packed gifts in the reindeer sleigh. The person leaves for the region assigned to him. The region is located in Alps mountain range having both Greenly and Snowy landscapes. When Santa is just entered his first destination in night, a monster appears and kidnaps him. The monster takes him to one of the nearest towers of the monster empire. In that situation, gifts are scattered from sleigh, in the village. And there is already a security person sent after the Santa, because gift center authority knows the dark history of the place. But if they disclose it in public then no one will go to that place to deliver gifts to children, so they instead of disclosing it in public, they assigned a security person to get him back, so everything goes smooth. And this **security person** is our **Player**. The task of the player is to collect gifts and deliver gifts to the right child. There will be points given for collection and delivery of gifts, points will be deducted based on how many gift lefts. And the player has to collect, exchange or buy weapon and bullets from the house. In his way to collect another gift or rescuing Santa the weapon will be very helpful to the player. You can also find a mystery box containing some precious thing. After player done with gifts, he/she have to go to the tower and find the monster. After finding monster, the player has to kill the monster and rescue the Santa. After all things are done, the player has to give the treasure of (late) monster to the villagers and its some portion will be given back to the player appreciating his honesty, if player refuses to give the treasure, it will be snatched from player by villagers. And level finishes. So, in next level another village is there with an increase in difficulty.

CONTROLS:

➢ **Movement:**
It will control the movement of player (i.e., move player in forward, reverse, left or right direction). Having a circular pointer inside a circle, by moving circular pointer in up,

the player can move in forward direction, and move the player in reverse direction by moving pointer in down. And by moving pointer in left or right we can move player in left or right. Also, by holding the pointer in up for somewhile will trigger the player to run in forward direction.

➤ **Rotation:**

It will change the orientation of camera. It is the part of screen where no other control exists. There will be no overlay for it. By dragging your finger on the part of screen when no control exists, you can use this control.

➤ **Weapon:**

It will help you to choose or use weapons the player has. There will be "<" & ">" button in left and right side to change weapon. There will be a pickup button near to it to pickup the weapon and a button to drop a weapon. Hand is also regarded as a weapon.

➤ **Activities:**

There will a button to make the player jump over obstacles having small height, we can call it jump button. There will be a down button to make player slide through land or hide in bushes, or it will make player stand if he/she is already in sliding situation.

FEATURES:

➤ **Choice of Player:**

You can choose the player from a list of players. Some of them will be locked, you will either unlock them by paying price, completing some level or giving some precious thing.

➤ **Choice of Clothing:**

You can change the clothing of the player to see it in a way comfortable to you.

➤ **Upgradation of Weapon of the Player:**

You can by paying price or giving some precious thing, you can upgrade your weapon to a new standard and use it in a more comfortable way.

➤ **Upgradation of Skill & Capacity of the Player:**

You can upgrade the number of the gift that can be carried by the player. You can upgrade the weapon holding capacity of the player and upgrade the number of weapons that can be carried by the player. Also, you can upgrade the strength of the player for bearing attacks done on him.

➤ **Map**:

The player has a map alongside with him, so you can know where the player is and can use the map to navigate to the desired place. There will be a button on the screen, when game is on to utilize this feature.