

# DiamondHunting

## Prelipcean Dragos Iulian

**Gameplay (rules):** Single player campaigns where the player has to collect all the diamonds and avoid being touched by the monster who can kill him in just one move. Every level has exactly five diamonds but the difficulty grows with each level.

**Plot (game story):** The hero of our story, whose name is Argon, is in a bad position because his land is invaded with monsters. In order to bring peace, Argon has to find all the stones and put them together. When the mission is completed, the power of the diamonds will kill the monsters and the world will be again a safe place to live.

### Characters:

Argon is the protagonist and player-character. He has to collect the stones in order to bring peace in his land.

Monster is a character with the power to kill the hero only by his touch, but the speed doesn't help them too much. Also, they are in groups of 4.

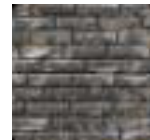
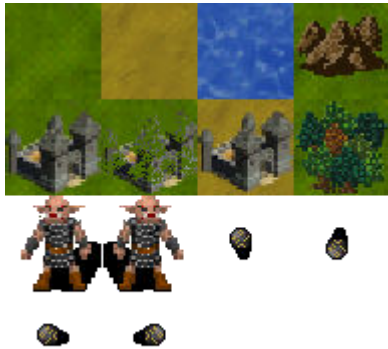
**Mechanics:** The main menu of the game allows the player to choose from the following option: Play, Settings, Score, About and Exit.

- Play, will start a new game;
- Settings, will let the player to choose a level of difficulty;
- Score, shows the scores of the previous games;
- About, will inform the player about the details of the game;
- Exit, will close the game.

## Sprite sheets

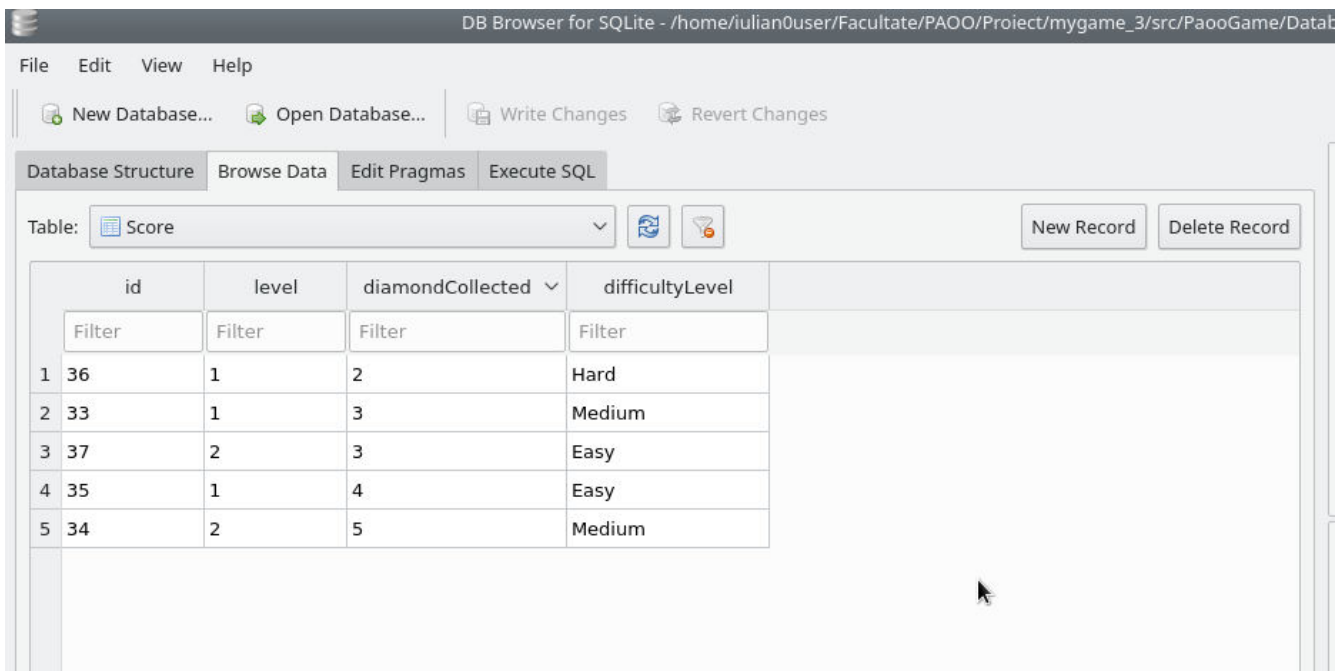
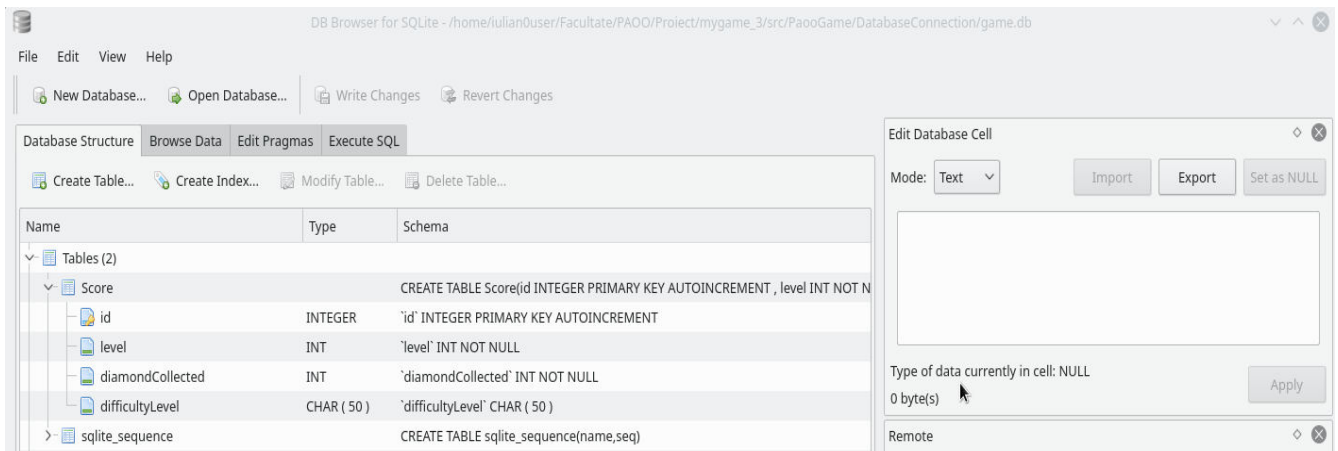
The map is built from multiple tiles, organized in a matrix. Every tile has a unique id which can be used to draw a realistic world.

The character consists of multiple sprite sheets, rendered fast, giving the idea of movement.



# The Database

The database consists of a single table named Score, which contains four fields(id, level, diamondCollected and difficultyLevel).



Class diagram:

