

19AI513-Game Programming

ASSIGNMENT - 01

TEAM NAME: 4TH PERSON NOT ALLOWED

GAME NAME: SPOOKY HIDE AND SEEK

TARGET AUDIENCE:

The target audience for spooky hide and seek is primarily children, adults, older teenagers, and families

INTRODUCTION:

Welcome to SpookyMan, a thrilling board game where you can become a ghost and navigate through a haunted spiral.

Objective:

The objective of the game is to finish the game as SpookyMan, the ghost character. To become SpookyMan, players must first land on a ghost platform on the spiral and then return to the Revival Point to switch their character.

RULES:

No. of players - Min. 4 to Max. 7

- The middle of the board is where the game begins, so the starting roll for the first player is **SIX**.
- According to the number on the dice, players move. No cross-attack occurs as a player passes by.
- A ghost platform will be around the spiral where the player landed, and the player will then change into SpookyMan.
- **Finishing the game as the SpookyMan—not, player—is required.**
- The player must return to Revival Point (it completely depends on the player dice) to switch SpookyMan to the player.
- Players will be transported to connected spots using a teleporting platform.

GamePlay:

The first player rolls the dice to begin the game. The first player's initial roll is a SIX. How many places a player travels on the board is determined by the number on the die.

Players can pass by other players without making a cross-attack as they progress across the board. A ghost platform will arise all the way around the spiral if a player falls on a ghost platform, changing them into SpookyMan.

Players must complete the game as a player in order to win. The Revival Point must be visited again in order to swap the player's character back.

A teleporting platform will be used to move players to related locations, taking them to a different area of the game world.

Strategy:

Players must use their dice rolls strategically to navigate the board and land on ghost platforms. Once they become SpookyMan, they must make their way back to the Revival Point as quickly as possible to switch back to the player and continue their journey.

As the game progresses, players can try to block their opponents by strategically placing their pieces on the board to prevent them from reaching the ghost platform or the Revival Point.

Conclusion:

SpookyMan is a thrilling and exciting board game that requires strategy and luck. Players must navigate through the board, become SpookyMan, and return to the Revival Point to win the game. So, get your dice ready, and let the spooky adventure begin!