

PROJECT PHASE 1: GAME DESCRIPTION

Overview

This is a 2D arcade game set in the world of the Lord of the Rings. It follows Frodo upon his task to destroy the One Ring. This is a perilous journey wherein Frodo travels through Mordor on treacherous terrain. During his journey, Frodo will encounter several foes with the purpose of returning the One Ring to their master, the Dark Lord Sauron. Frodo's goal is to reach Mount Doom to destroy the One Ring and rid Middle Earth of evil.

How to Play

The user will start with a score of 0. This score will increase as Frodo finds rewards and bonuses, and it will decrease as Frodo encounters enemies. If this score drops below 0, the user will have **lost**, and the game will be over. To **win**, Frodo must collect all the scattered rewards and then reach Mount Doom. Therefore, if Frodo reaches Mount Doom without having collected all the rewards, the user will have **lost**. Frodo will be controlled by the user on their keyboard allowing him to move one cell at a time. He can move up, down, left, and right.

Setting

This game takes place in a desolate realm called Mordor, which is ruled by Sauron. In the middle of Mordor lies Mount Doom, which is the volcano in which the One Ring was forged and the only place where it can be destroyed. In this game, Frodo will travel through Mordor to reach Mount Doom.

Rewards/Bonuses

Along his journey, Frodo must gather all rewards scattered in Mordor to reach Mount Doom and win the game. There are optional bonus rewards along the way as well, which will aid Frodo in reaching Mount Doom, but they are not mandatory to win. Below are the rewards/bonuses:

Rewards (necessary to win):

- Elven bread: +20 points
- Water: +10 points
- Weapons: +50 points

Bonuses (optional):

- Samwise Gamgee: +100 points
- Gandalf: +100 points

Enemies/Obstacles

With such a journey comes several foes and dangers. Below is a list of such enemies/obstacles and their consequent damage (if any) that Frodo may encounter:

Enemies:

- Orcs (moving): -30 points
- Shelob (moving): -50 points
- Eye of Sauron (stationary): -50 points
- Witch King (moving): -80 points
- Gollum (moving): -150 points

Obstacles:

- Rocks: No points subtracted
- Lava: Instant death; Game is lost if Frodo walks into lava