Game Project

Eat Coins

Team ID: 15

Team Members:

1. Name: Fady Makram Megar

ID: 20201700562

1. Name: Manar Alaa Azouz

ID: 20201700853

1. Name: Malak Ismail Mohamed

ID: 20201700850

1. Name: Manar Mohamed Mahdy

ID: 20201700854

1. Name: Manar Ibrahim Hadhoud

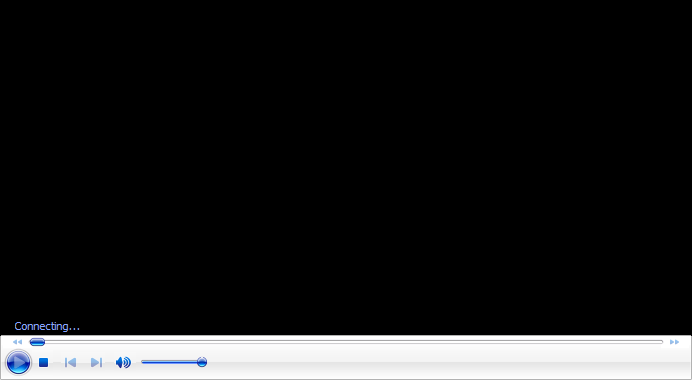
ID: 20201700852

1. Name: Mennattallah Ibrahim Kamal

ID: 20201700856

1. High Concept Statement:

The player finds the way to eat the coin, The player does this to collect all the coins to reach the red jewel and rise to the second level, The game begins when the player tries in the maze to reach the red jewel, The player does this when he clicks on the coin and the player discovers the smallest way to reach this coin and eat it and if he collide the wall he die, the emotions of this game is entertainment, excite and happiness for kids.



1. Feature Set:
   * It is easy for children to play.
   * Safe for children.
   * Develop the spirit of enthusiasm and not give in to loss.
   * Simple and intuitive controls
   * Increasingly challenging levels
   * High score tracing and leaderboard
2. Creativity:

* game is that it revolves around the shortest path to eat the coin (using A\* finding path (Nav-Mesh))
* Eat coins stands out as a creative and innovative addition to the ball-rolling genre, offering unique gameplay mechanics, dynamic level generation, interactive environments, and a perfect blend of classic and modern inspirations.
* Unique Gameplay Mechanics: Eat Coins introduces a fresh take on the classic ball-rolling genre by combining intuitive tilt controls with dynamic level design. Unlike traditional maze games, where players navigate static obstacles, Eat coins features dynamically shifting environments filled with moving platforms, rotating obstacles, and interactive elements. This innovative approach adds an extra layer of challenge and excitement to the gameplay, offering players a truly immersive and engaging experience.