

Practical X Design

220034828

M Menze

Game Description

- Game Category: Racer.
- Game Subcategory: Adventure
- Game Genre: Medical
- Game Design Pattern: Abstract factory Design Pattern

Game Rules and Conditions

- i. Objective - The Objective of the Game is to save as many patients as possible the more patients the game player transport to the hospital it is the more, they gain experience(score) and be able to proceed to the next level.
- ii. Rules – The player must drive and transport the patients without any of them dying.
- iii. Win Condition – If the player drives the ambulance to the hospital within the given time, the player gains experience.
- iv. Lose Condition – If the time runs out before the player reaches the hospital, the player gets fired.

UML Class Diagram



