

# Game Proposal

## Rune Of The Blazing Ice

NUS SOC Summer Workshop 2022

Group 4 Code Kneader



various landscape

**Explore**    
the magical world

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**Find**    
surprises  
specially for you



CORE

different enemies

**Upgrade**    
your character

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**Prepare**    
for the final battle

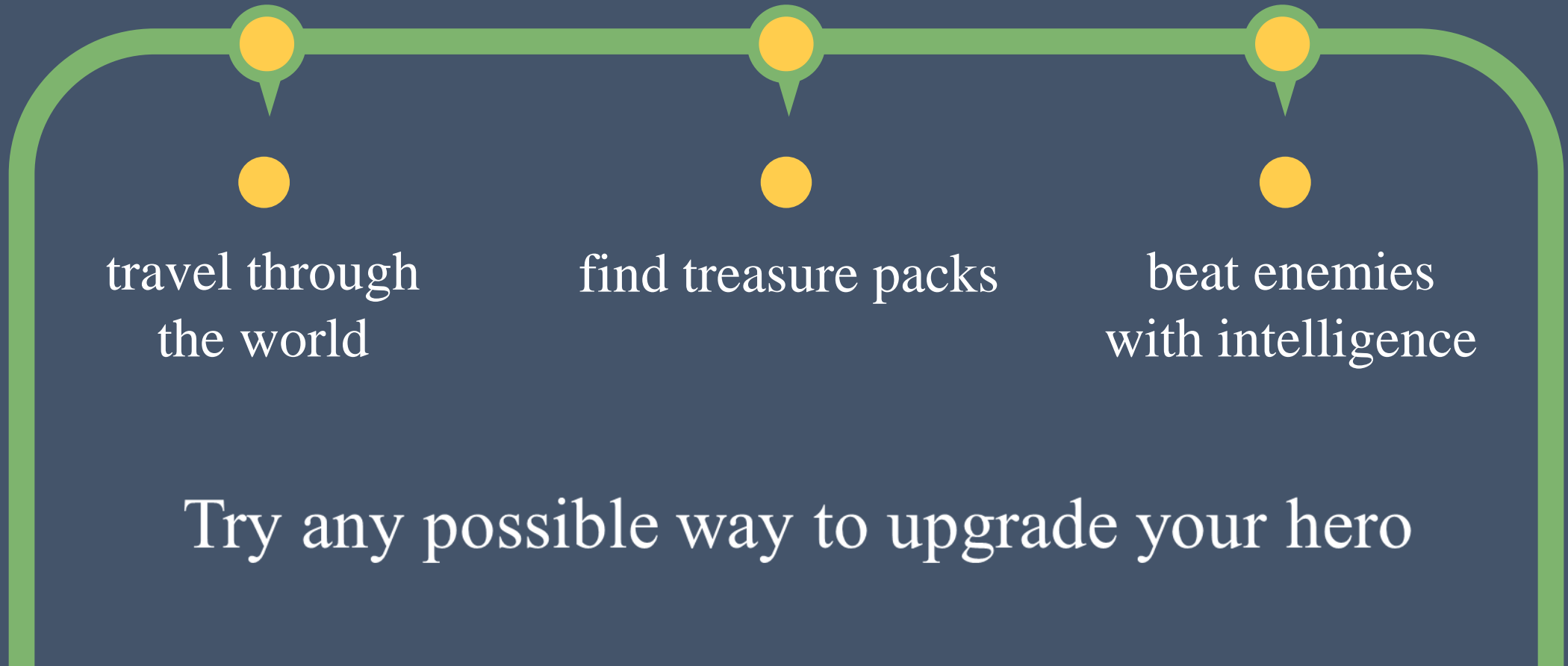
Save the land from the invasion of the frost



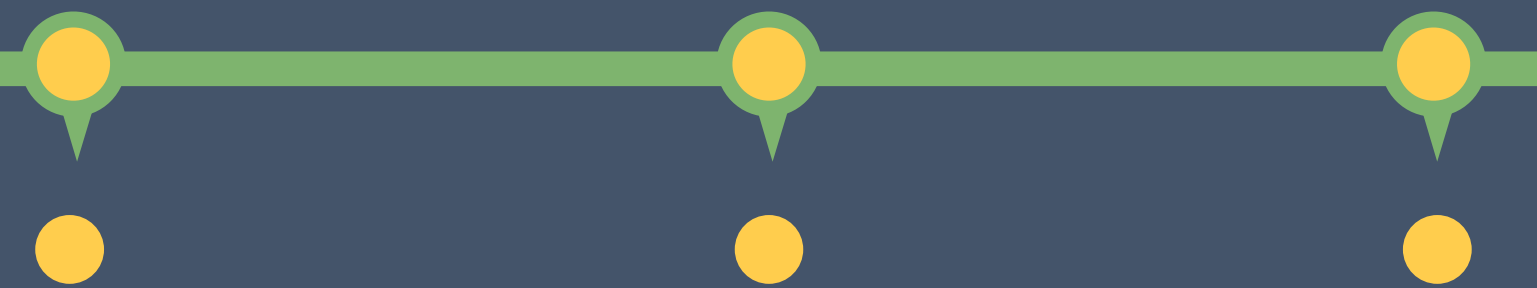
# How to Win the Game

# How to Win the Game

Find a way to defeat the final boss



Death is not the end  
You will lose only if you give up fighting



fight or avoid  
the enemies

use your  
weapon and skills

avoid traps

**Chance of upgrading or survival?**



# Game UI and Interactions

# Game UI



# Interaction Mode



## MOVE

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Move left and right  
Jump and Squat



## ATTACK

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Common attack  
Skills and Items



## MUSIC

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Leisurely most of the time  
Passionate during encounters

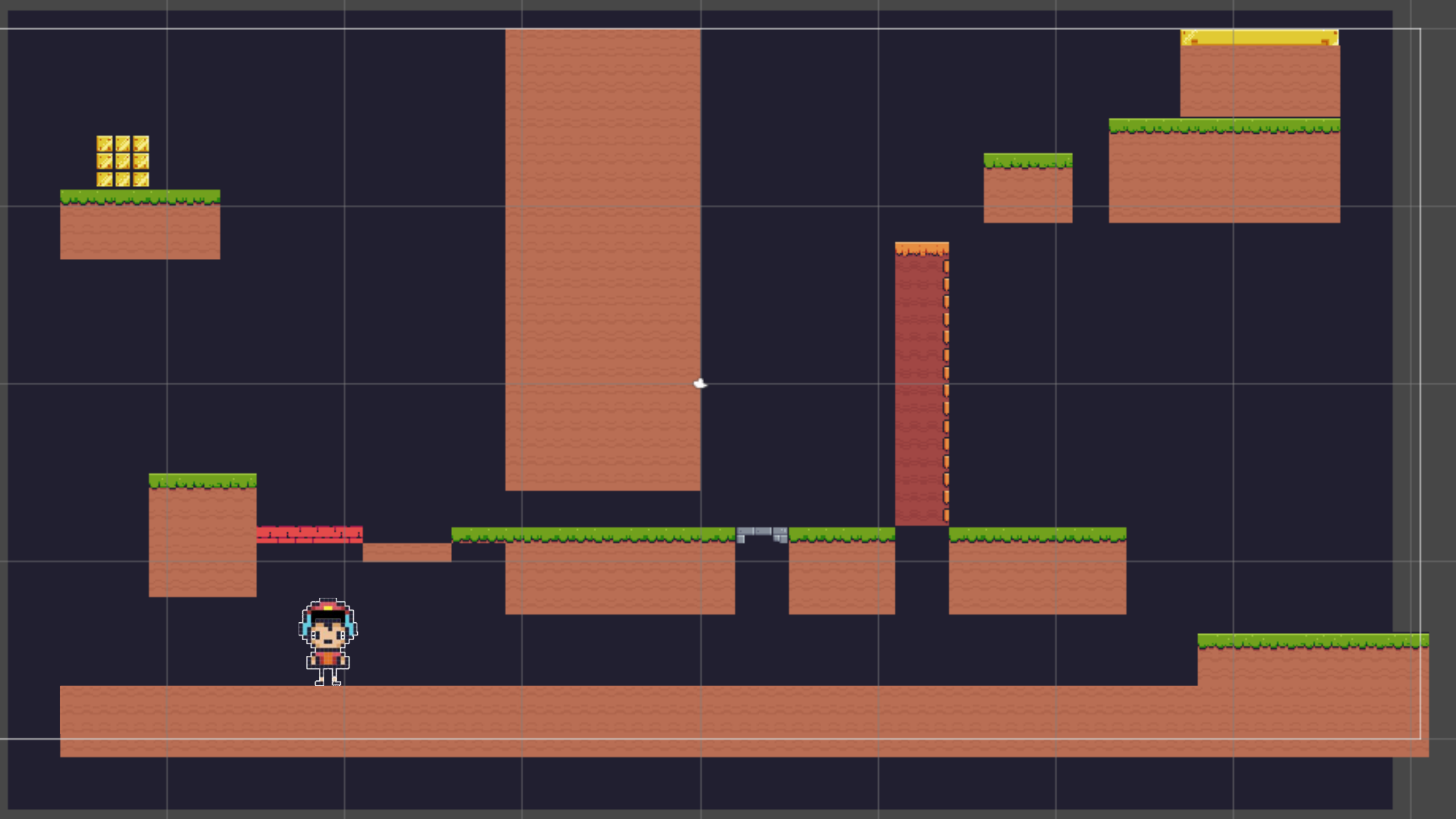


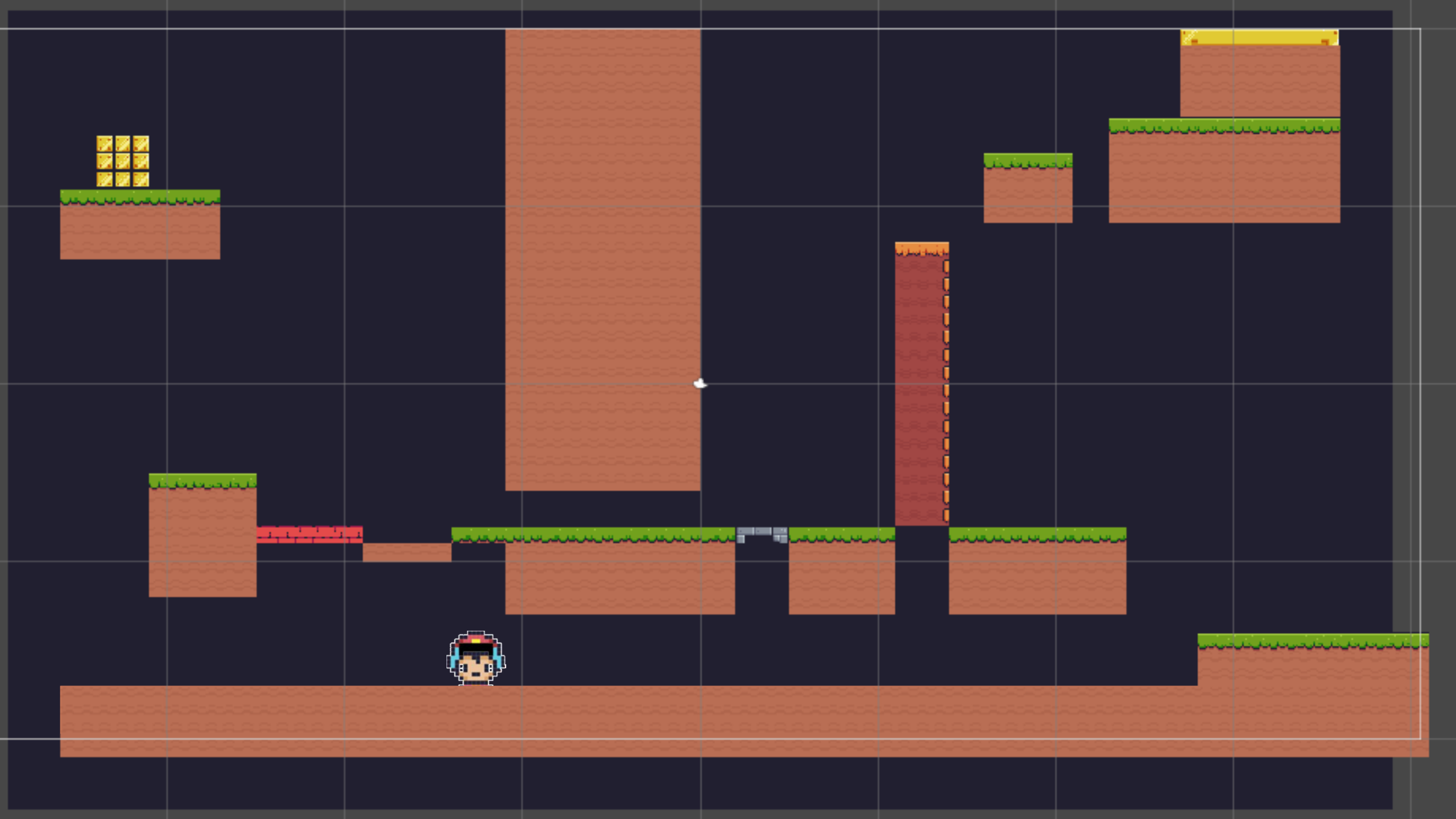
## ATTACKED

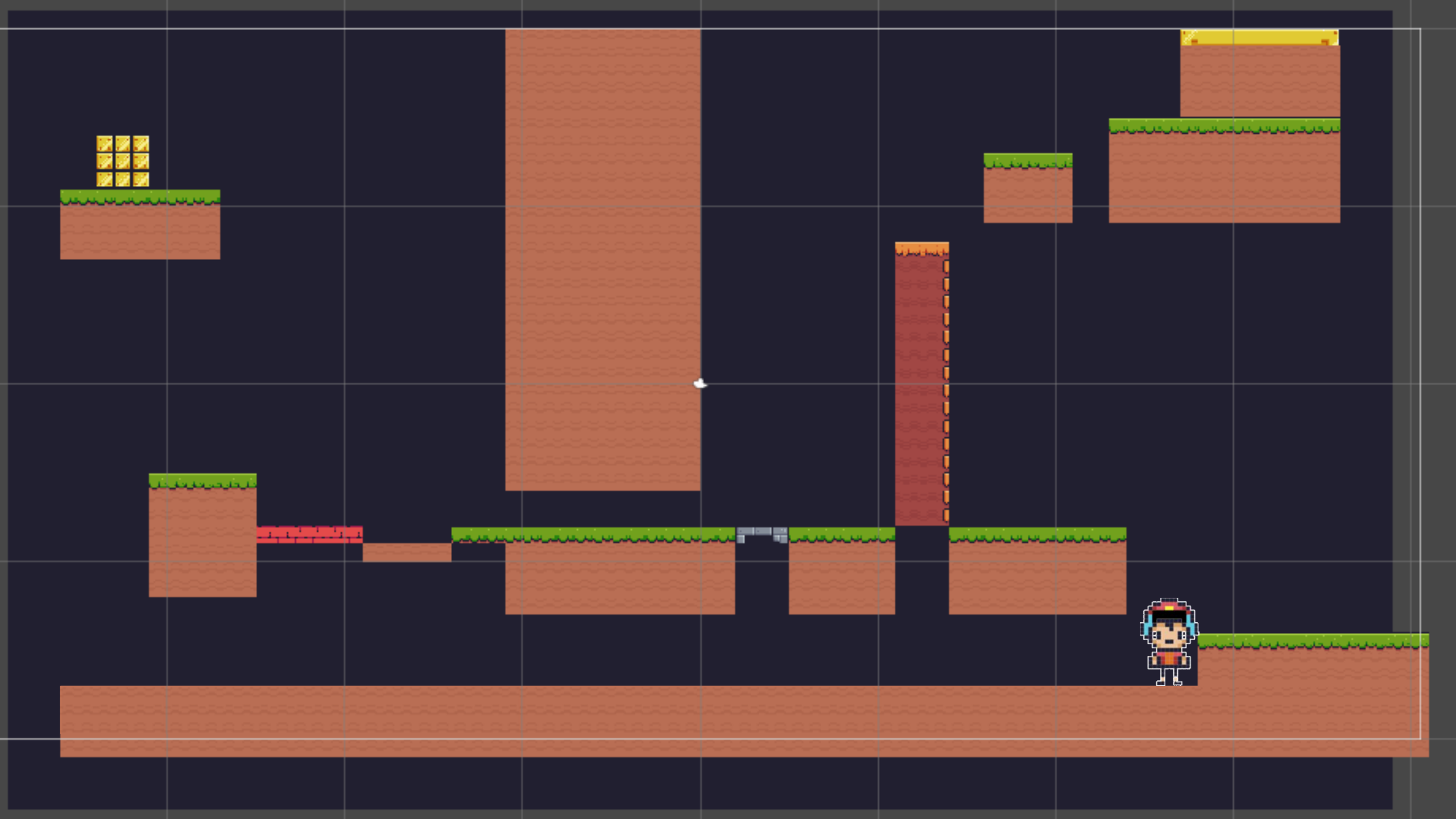
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Lose HP  
Respawn if dead, with punishments











**Enemies**

# Enemy Behavior

Move smartly  
towards the hero  
upon discovery



◀ Patrol by default

◀ Rewards if beaten



# Digital Prototype

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Proper UI display

World crafts

Character behavior  
such as pathfinding

Character status  
detection

Proper and controllable  
hero behavior



# Thank you for listening

