

HOUSE OF WONDERS

1. MUBINA ASHRAFI – 18.01.04.030
2. KAJI FUAD BIN AKTHER - 18.01.04.038
3. NAWRIN TABASSUM - 18.01.04.045

TIRED OF DAILY WORK ???

LOOKING FOR A LITTLE FUN ???

THEN YOU CAN PLAY THIS GAME FOR SOME ADVENTURE



THE PLAYER MUST COMPLETE ALL THE TASKS & CONQUER THE HOUSE.....

✓ Find the path





✓ KILL THE ENEMIES

✓ COLLECT THE COINS




Characteristics:

- ✓ A PARTICULAR TASK WILL BE ASSIGNED IN EACH ROOM.
- ✓ DIFFICULTIES WILL INCREASE AFTER EVERY TASK.
- ✓ ALL THE TASKS HAVE TO BE COMPLETED TO FINISH THE GAME.
- ✓ GAME WILL BE OVER IF THE PLAYER IS DEFEATED BY THE ENEMIES DURING THE LAST TASK.

High Score

HIGH SCORER WILL BE ELECTED BASED ON THE TIME REQUIRED TO FINISH THE
GAME.



Structure	<ul style="list-style-type: none">• Properties of enemies• Using iTimer• Number of collected coins• Properties of objects in the house
File Opening	<ul style="list-style-type: none">• Times• Highest Score
Header File	<ul style="list-style-type: none">• Menu Part• Scoring Part• House & objects of house part• Enemies & characters part

Mubina Ashrafi 18.01.04.030

- Game graphics design

Kaji Fuad Bin
Akther 18.01.04.038

- Character control

Nawrin
Tabassum 18.01.04.045

- Menu part