# E-World Journey

# Main Character Name

Ivan as a boy and Eve as a girl. (Users are free to choose)

# Story for Male-MC

It’s 2100 and everything works on energy in this E-World. Ivan is a boy who loves to travel. To travel the E-World, people have to clear the different obstacles and use a different form of energy science. Ivan has always been close to his grandpa; Max. Grandpa Max has taught Ivan about energy science since he grew up. Now, Ivan is going to travel the E-World using the knowledge that had been taught by his grandpa Max. There are some bad robots in their way who may try to catch children which Ivan must avoid.

# Story or Female-MC

It’s 2100 and everything works on energy in this E-World. Eve is a girl who loves to travel. To travel the E-World, people have to clear the different obstacles and use a different form of energy science. Eve always has been close to her grandpa; Max. Grandpa Max has taught Eve about energy science since she grew up. Now, Eve is going to travel the E-World using the knowledge that had been taught by her grandpa Max. There is some bad robots in their way who may try to catch children which Eve must avoid.

# Game Loop

Diagram

Description automatically generated

Ivan

A cartoon of a child holding a flag

Description automatically generated with low confidence

A close-up of a person's face

Description automatically generated with medium confidence

Eve

A close-up of a doll

Description automatically generated with medium confidence

A picture containing toy, doll

Description automatically generated

Robot

Diagram

Description automatically generated with low confidence

# Game world

For elastic

A picture containing diagram

Description automatically generated

Light energy, electrical energy, are an energy transformation

A picture containing timeline

Description automatically generated

Graphical user interface

Description automatically generated

Water wheel

A picture containing graphical user interface

Description automatically generated

Timeline

Description automatically generated with medium confidence

Peanut energy

Chart

Description automatically generatedText, letter

Description automatically generated

Text

Description automatically generated

Sound Energy

Graphical user interface

Description automatically generated with low confidence

Heat Transformation

Graphical user interface, text, application

Description automatically generated

Robot

Graphical user interface

Description automatically generated

# Obstacle

1. Player must avoid getting caught by robots.
2. The player cannot travel the blocked path
3. A player may need a buff to jump on big platforms
4. The player must use the mechanics of the game to solve some of the obstacles

# Interaction

The player can move right and left and jump and also can turn on the mechanics by touching it. In some of the code using doors, the player can use the keyboard for typing. The player can move by the arrow on the screen.

# Game Description

The game is all about exploring the world. Our main character is going to explore the E-World by using the knowledge, given by grandpa Max. At first, players are asked to choose their main character and the story concerning the main character which is selected by the user. Players have to avoid getting caught insight of a robot, if players get caught by a robot, they will lose 1 lifeline and they have to start again from the last safe point. The Player will have 5 lifelines. If players travel in the dark, the system will notify them they are lost and will take their 2 lifelines and make them start from the last save point.

Each time the player completed a level or completes traveling a place (random but beautiful place of Nepal), the system will notify the player about that place with images of the scene and the player can save the images in their collection. The player can also buy new Nepali dresses for their player (culture dresses of different caste with their name as the dress name).

This game is suitable for Grade 7 and above. The educational part of this game is that players can learn about energy science and as well as about the places of Nepal. The game skin/dress will help players to have general knowledge about the cultural costume of different casts of Nepal.