# Peter the Penguin

# Story

Peter is a small penguin who loves to play. He loves eating fish. He wants to eat the golden fish and to eat golden fish he has to cross the obstacle and eat that golden fish.

# Game loop

Diagram

Description automatically generated

# Initial and final loop

# Diagram Description automatically generated

# Game World

Diagram

Description automatically generated

Diagram

Description automatically generated

# Game characters

Peter: Peter is a penguin who loves eating fish and loves playing.



# Obstacles

Ditch: To avoid ditch players have to jump over it

Shape

Description automatically generated

Moving platform: Time perfectly to avoid reaching next side

Diagram

Description automatically generated

Rolling stone: Jump over it to avoid it

Diagram, whiteboard

Description automatically generated

Snow wall: Use firefish buff to pass through it

A picture containing diagram

Description automatically generated

Water: Use water fish buff to walk in water

Diagram

Description automatically generated

# Buffs

Firefish: It will help to pass through the snow wall



Water fish: It will help to walk above the water

A blue cartoon character

Description automatically generated with medium confidence

Double Jump fish: It will help you to jump twice (one more time in the air)

A picture containing clipart

Description automatically generated

# Interaction

The player can move left, right and jump.

# Game description

Peter the penguin loves to eat fish so to eat golden fish he is moving forward. Players have to avoid all the obstacles to reach the golden fish and on the way to the golden fish, there will be penguin coins which can be used to buy some warm clothes like sweaters, caps, etc. of different designs. There is also a game buff that players can use to their advantage. The game will suggest the player do things, but all the decision-making will be depended upon the player. Every time the new obstacle or buff appears the player will be given a small tutorial video on top of the screen which helps a player to learn the mechanics of the game.