Time Treasure

**1. Project Overview**

**Time Treasure** is a card game designed to teach primary school students about the world time zone and how the time depends on the latitude and longitude**.** This game can be played among two to four players at a time. This project was to build a software game from already designed physical card game which can be played online and offline with friends on android mobile platform.

**2. Gameplay Overview**

In this section, I will discuss about how the **Time** **Treasure** card game is played in briefly.

The game can be played among 2 to 4 players. The main of objective of the game is collect as many treasures and coin as possible from the map. The board have the picture of world map where 24 longitude line and 11 latitude lines are present. Player can move from one cross section points of the lines. There are many coins and treasure boxes at the cross sections of the lines of longitude and latitude and player can collect that coins and treasure box by going to that cross-section point. When there is no coins and treasure boxes left on the map, the player who collects the maximum coins and treasures will win the game.

**2. Rules of every card**

* **Fuel card:** Each player will get a specific number of fuel cards at the beginning of the game and can buy fuel cards by using coins in the middle of the game. By playing fuel card, player can jump from one latitude to another latitude along the longitude without changing time zone.
* **Hour card:** By playing hour card, player can jump from one longitude to another if he has .
* **Trap card:**

**2. Tools used**

For developing the software from the physical board, **Unity game engine** and **visual studio** are used. We also used **Firebase Database** for online multiplayer game. The game was developed using C# programming language.