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# Game Proposal

## OVERVIEW

My game is going to be a sidequest in a main game. The purpose of this quest is to acquire 'The Holy Lamp' which will give the player more damage to undead creatures. The Player will have to play a minigame with a guessing feature to win a treasure map, and after have to go and find that treasure, which will have a guardian that needs to be defeated to receive that wonderful prize.

## GOALS

1. Win guessing game to win treasure map
2. Find the treasure on the map
3. Kill the guardian of the treasure

## SPECIFICATIONS

The game will start with a conversation with the NPC that lets you play the minigame. The minigame will be a number guessing game where the player will have a few tries to guess the random number generated by the NPC. Failing to do this will result in the player having to try again. The player can not continue until winning the treasure map.

After winning the minigame the player will then go to look for the treasure on the map, which the player will then have to choose directions to travel to get to the correct destination, with a clue hidden in the text - North East South and West.

Once at the destination, the player will have to fight a guardian to receive the treasure. Failing to defeat the guardian will result in the player having to refind the treasure. Fighting the guardian will be a dice rolling event to deal damage to it. The guardian will also roll a dice to damage the player. Guardian and player will both have health, whichever reaches 0 first will be defeated.

Once the player has completed all these goals in order, they will receive the Holy Lamp and the side quest will be complete.