217040492

PRACTICAL X DESIGN

**Game Description**

**Chosen Category:** The video game will be of the **Platformer** game category, where the main character will be forced to jump/climb suspended platforms to avoid obstacles and to get to his success in a given time.

**Chosen Subcategory:** This platform game will be filled with **Action**, as the player will be faced with enemies who want him to fail in getting his success. These enemies will use weapons to stop the player and the player can acquire weapons to protect himself from the enemies.

**Chosen Game Genre:**  All this action-packed platform game will be located in a western themed area, making it a **Western genre.** Our characters will be dressed in a manner which represents the culture of the American Old West in the latter half of the 19th century.

**Chosen Design Pattern:** The game will make use of the **Abstract Design Pattern.** It will work around a super-factory which creates other factories (creational pattern), provides a great way to create objects.

* An interface will be responsible for creating a factory of related objects without explicitly specifying their classes. Each generated factory will give the objects as per the factory pattern.

This Design Pattern will help us create our player, enemies and other light characters of the game.

**Game Conditions**

**Win:**

* When player gets flag before the given time runs out, and before its life runs out.

**Lose:**

* If player runs out of time before getting flag.
* Runs out of lives due to encounters with enemies before getting flag.