**MALRIO**



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# Description

MALRIO lives in a world filled with obstacles and some empty paths. He is a character with a love for adventure and a hunger of pallets. He spends his days exploring the maze. However, MALRIO simple life is disrupted by the arrival of three evil ghosts named MASTER, GUDDA, and PHUPHI and a GUN.

MALRIO can move all the sides up, down, right and left. MALRIO can jump through the obstacles. At the top, there is enemy named as Master which can chase the MALRIO. There is also a Gun which can fire at the first floor. If the MALRIO kill the first enemy (MASTER).If the MASTER touches the MALRIO, the energy of the MALRIO is reduced. Then at the second floor, there are two enemies named as GUDDA and PHUPHI which are moving horizontally.

The exit door cannot be opened the exit door until the MALRIO can pass the door between the GUDDA and PHUPHI. There is a lift which can move both horizontally and vertically to reach at the last floor. There is a fire between two obstacles and there is path which consist of holes.

There is a fire between the obstacles and holes path. If the MALRIO will unable to pass this path and will be died. If the MALRIO passes this path aur moves to the other path, he can enter through the exit door and the level completed successfully;

# Game Characters Description

## Player

There is one human player in the Game.

**MALRIO:**

MALRIO is the main character in the game. He is adventurous and loves to explore the maze and kill the enemies to reach at his destination from the lower end. MALRIO is brave, determined, and has a never-say-die spirit. He is the hero of the game, admired for his bravery and determination in the face of danger.

## Enemies

There are 3 enemies in the game.

**MASTER:**

MASTER is one of the 4 evil ghosts in the game and is known for being aggressive and difficult to shake. He is always chasing MALRIO through the maze, trying to catch him at every turn. MASTER is fast and relentless, making him one of the most dangerous foes that MALRIO must face.

**GUDDA:**

GUDDA is another of the evil ghosts and is known for her unpredictable movements and moves randomly in the Game

### **PHUPHI:**

PHUPHI is one of the four evil ghosts in the game and is known for his vertical movement in the game.

**GUN:**

Gun is at the top right corner of the maze which is firing consistently.

## Game Objects Description

Following are the Objects in the Game

**Power Pallet:**

A Power Pellet, also known as an Energizer, is an object used in MALRIO games. In arcade games, when Pac-Man devours a Power Pellet, it causes the ghosts to go into Blue Mode, allowing him to eat them.

**Walls:**

Walls are the barriers in the game which the MALRIO and the ghosts cannot cross.

**Food Pallet:**

MALRIO can eat food pallets to increase in score.

# Rules & Interactions

MALRIO can eat food pallets that have been put across the maze. MALRIO loses a life if he collides with any of the ghosts. If MALRIO eats Power Pallets, then MARIO’S life is increased. Score increases when the MALRIO eats food pallets.

# Goal of the Game

The goal of the game is to eat all of the food pallets that have been put across the maze while avoiding the Ghosts and reach at the destination.