

Introduction

SaveTheDragon is a simple and fun game for kids of all ages as well as for adults. It is a side scrolling game which features retro style graphics. This game is inspired from a game called “Flappy Bird” which as a mobile game. The main goal in this game is to score as many points as you can. For each set of pipes the users pass through, they are awarded a point.

Basic Overview

The main target audience of this game are the kids aged 8-15. However, some adults also play these kind of games. This game does not have any kind of story related to the character as this is just an endless flyer game. This game is all about scoring as much point as you can.

Gameplay elements

There are two main elements in this game and they are the dragon and the walls (obstacles). The gameplay of this game is simple. To score a point, the user has to pass through a set of pipes and each set of pipes the user passes through is worth a point. The set of pipes will be smaller and placed at a distant position at the beginning but as the user progresses, the placement of pipes will be random and placed close to each other in order to make it harder to score points.

To fly the dragon user has to keep on tapping the mouse button. The dragon only flies if the button is being tapped continuously..

Git URL

<https://github.com/Sudip0987/saveTheDragon>

Gameplay Mockups

The mockups of the game are shown below:-







