

Setting

The game takes place in a fictional world. You control an unnamed protagonist who has just returned to his hometown after completing his studies abroad. On arrival he receives tragic news informing him about the sudden demise of his father in an accident while he was working on a project in the forest of Uttarakhand at the foothills of Himalayas. This news left him shattered. One day while cleaning his father's workspace he suddenly discovered a hidden room. It was an old and dusty room. At the center of the room there was a table on which strange characters were carved. Out of curiosity he tried to align them which led to the discovery of a map. This leads our protagonist on an unknown mission to fulfil his father's last wish.

World

The game's world is pseudo-realistic with most of the details grounded in reality. Most of the game takes place in or around the forest of Uttarakhand at the foothills of Himalayas. The forest is densely covered by flora and fauna. It not only provides shelter to many animals and birds but also to various tribal communities which depend on it for their livelihood. It provides them with all the essential commodities required to sustain a life ranging from trees bearing fruits to rivers supplying water and fishes. The forest also has many ancient temples with sacred beliefs.

The game also has some fantasy elements such as a tribal community consisting of dwarfs who live in the forest and are responsible for protecting a powerful sword which will be needed to finish the main villain. Other fantasy elements include the spirits that guard the treasure.

Plot

The plot starts with the discovery of the map upon which the protagonist sets on a mission to fulfil his father's last wish. In order to do so he follows the map which leads him to the forest of Uttarakhand at the foothills of Himalayas. On arrival to the forest his first destination will be an old temple where he will be attacked by the guards of the temple. From them he will get to know the actual reason behind the death of his father.

Character

The main characters of the game are:

- Protagonist - An unnamed protagonist. He also followed his father's footsteps and completed his education in the field of archaeology at a foreign university. Specialist in tracking old items. Has impressive fighting and surviving skills in adverse situations. His ultimate goal is to avenge his father and to fulfil his last wish of finding the treasure.
- Antagonist - A rich and greedy businessman whose side business is to sell antique items in the black market. A nemesis of the hero's father and he was the one who killed him for the map leading to the treasure.
- General - Who leads the army of the antagonist sends his troops from time to time to kill the hero and snatch away the map. He is quite powerful with excellent fighting and hiding skills. He is well versed with the forest and uses his knowledge to set traps for the hero.

- Dwarf leader - He has the responsibility of protecting the treasure from falling into wrong hands. He has a special sword for killing the main villain and also a key to unlock further mystery. He would hand over the key only to the person whom he thinks would use the treasure for the right cause.

The game will also have some other supporting characters who would be needed to support the story which will include friends and foes of the protagonist.

Gameplay

Goal

Ultimate goal of the protagonist will be to avenge his father and to save the treasure from falling into wrong hands.

Gameplay loop

Our game is based on the map. Our main protagonist follows the map and

Mechanics

- ❖ The player took a compass from his father's room. He has coordinates of treasure from the map he got from the secret room of his demised father.
- ❖ By double clicking he can zoom in some places whenever possible.
- ❖ He can move by clicking on the arrow keys.
 - He can move right by clicking the right arrow key or D.
 - He can move left by clicking the left arrow key or A.

- He can move up by clicking the upward arrow key or W.
- He can move down by clicking the downward arrow key or S.
- ❖ He can jump for an obstacle or climb by pressing the shift key.
- ❖ He can get his required equipment by clicking on it.
- ❖ He has to collect coins to buy something useful in the shop.
- ❖ He has five lives.
- ❖ He has a bag to carry his equipment. He starts his journey to the forest with some knives, axes and some food items. But those can be used for a limited number of times he needs to find more while playing the game.

Game can be seen as a combination of many scenes. Each scene has certain number of levels:

Scene-1: Temple:

- ❖ While entering the temple he sees some scrambled old paintings in pieces he tries to complete the painting to get the necessary clue.
- ❖ There are specific tools a player needs to gather to survive in further levels these include:
 - Axe - for cutting trees and collecting woods which will be needed for camp fire.
 - Fishing rod - A fishing rod is used to catch fishes from the water bodies.
 - Sword - A sword is used to attack the enemies.
 - Knife - A knife will be needed to attack the enemies and also to cut human made traps (basically to capture animals).

- Bow and arrow - Needed in case the player has to kill an enemy from far.
- Gun - To shoot the enemies.
- ❖ There are guards in and around the temple in order to get inside the temple and find the missing parts of the painting he needs to kill them.
- ❖ His health decreases by a certain amount each time he is hit by the guard's sword.
- ❖ If he gets hit 3 times he loses a life.
- ❖ **We need to write some fighting mechanics.**

Scene-2: River:

- ❖ He can either swim or take a boat to cross the river.
- ❖
- ❖ But for a night stay in camp, he has to collect food. He can search for a boat for fishing.
- ❖ There is a lens on the fishing rod to zoom to find fish.

Scene-3: Forest:

- ❖ He needs to collect wood to make a tent.
- ❖ He needs to collect fruits to increase his health.
- ❖ He stays at night in the forest in his tent.

Scene-4: Community:

- ❖ He has to spend money which he collected on the way to buy a master key set to open treasure or an ice axe to climb on a mountain.

- ❖ He makes an intelligent friend in the community to help in the upcoming path to find treasure.

Scene-5: Mountain:

- ❖ He needs to climb a mountain by pressing shift keys etc.
- ❖ If fails to hold the ridges of the mountain either he is going to die or health decreases.
- ❖ He can buy some extra equipment for a bigger mountain from the shop.