



PARADISE CORE

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1. Game Plot

1000 years ago, mankind is engaged in infinite war fighting for natural resources, with more desolation and less life. The only way to stop the war is to collect four gems: Fire, Water, Sky, Earth. Only using the energy of four gems at the same time can give humans unlimited resources. Super Rabbit, the main character of this game, decides to accomplish this great task. Danger is coming...

2. Character Control

Character controls include running (\rightarrow & \leftarrow), jumping (Space), squat (\downarrow), quick sliding (G), flying (F), scrambling (R), transmitting (E), and unfolding treasure box (Q). Below are the details.

- Running

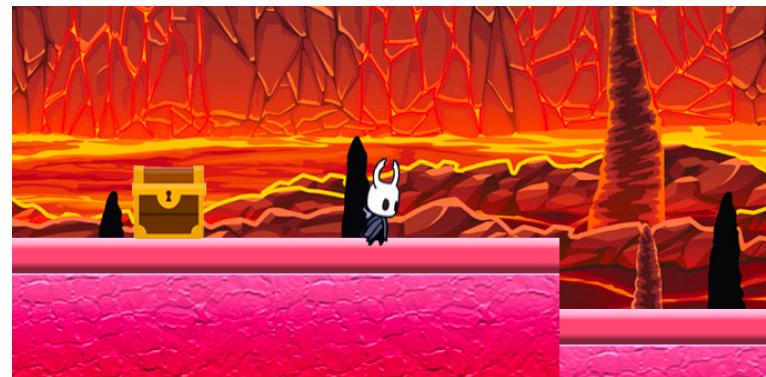


Figure 2-1 Running

Press the right arrow (\rightarrow) to run to the right, and press the left arrow (\leftarrow) to run to the left. Figure 2-1 shows running to the right.

- Jumping

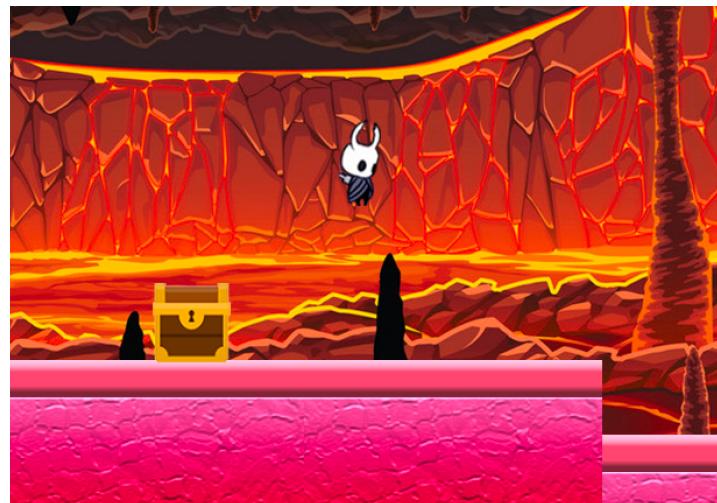


Figure 2-2 Jumping

Press Space key to jump (Figure 2-2).

- Squat

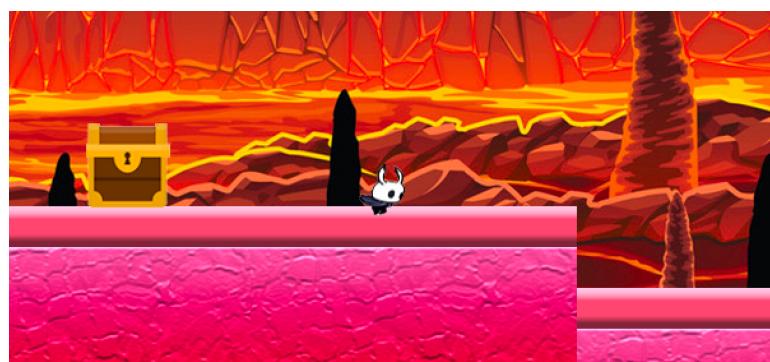


Figure 2-3 Squat down

Press down arrow (\downarrow) to squat down (Figure 2-3).

- Quick sliding

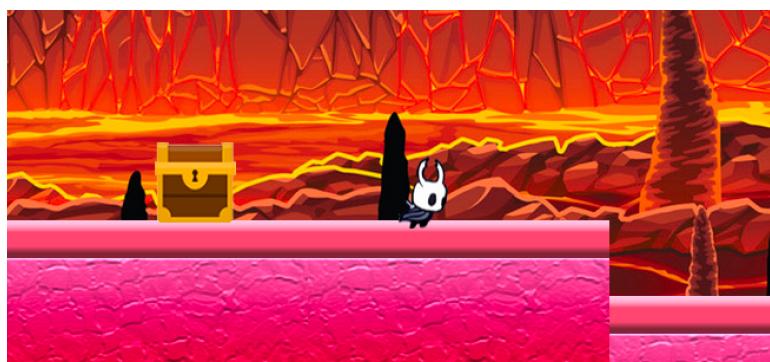


Figure 2-4 Sliding

If the power of the character is greater than 0, then press “G” to slide quickly. Press → + “G” to slide to the right, press ← + “G” to slide to the left (Figure 2-4).

- Flying

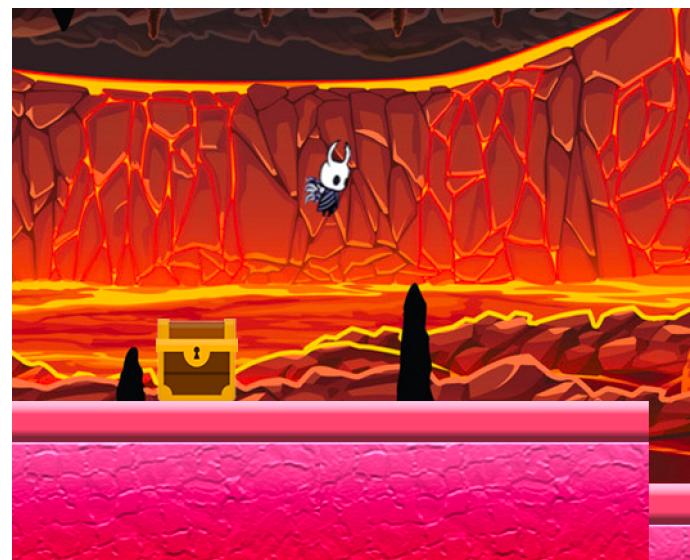


Figure 2-5 Flying

If the power of the character is greater than 0, then keep pressing “F” before jumping to fly (Figure 2-5).

- Scrambling



Figure 2-6 Scrambling

If the character jumps and touches the rope, then keep pressing “R” to scramble the rope (Figure 2-6).

- Transmitting



Figure 2-7 Transmitting

If the character touches the portal, then press “E” to transmit to the next stage (Figure 2-7).

- Unfolding treasure box



Figure 2-8 Unfold the box



If the character touches the tip box , then press “Q” to unfold the box and a tip will display on the screen (Figure 2-8). Then press “Enter” to remove the tip. If the



character touches the power box , then press “Q” to unfold the box and the

character will gain 80 powers.

3. Game Props

-  Tip box: Contain some key tips to guide the character such as instructions or directions.
-  Power box: Provide the character with 80 powers.
-  Timer: Add 20 more seconds for the character.

4. Gameplay

- Character attribute

Every time the character enters a new level, it is equipped with 100 powers and the remaining time is 60 seconds. Both quick sliding and flying consume power. If the power is 0, then the character can neither sliding nor flying. In the water, the character is equipped with the ability to swim. In the last section, the character needs to obtain the Dig Power to dig the soil. The Dig Power is hidden in one of the treasure boxes.

- Death of the character

If the character touches the lava, or falls from the sky, or is attacked by monsters, or time is up, then it dies. After death, press “Enter” to restart the current level, or press “ESC” to quit the game.

5. Interaction with Monsters

Monsters are significant interactive elements in this game, and there are various types

of monsters which may react to the player in different ways. Their categories are as follows.

- Killer monsters

Such monsters are able to kill the player, while how they do this depends on their motion logic so player should be careful when encountering them.

For example, those who just patrol in a certain area perhaps repeat their movements forever, and kill the player by colliding with him. One example could be the monsters shown in Figure 5-1.

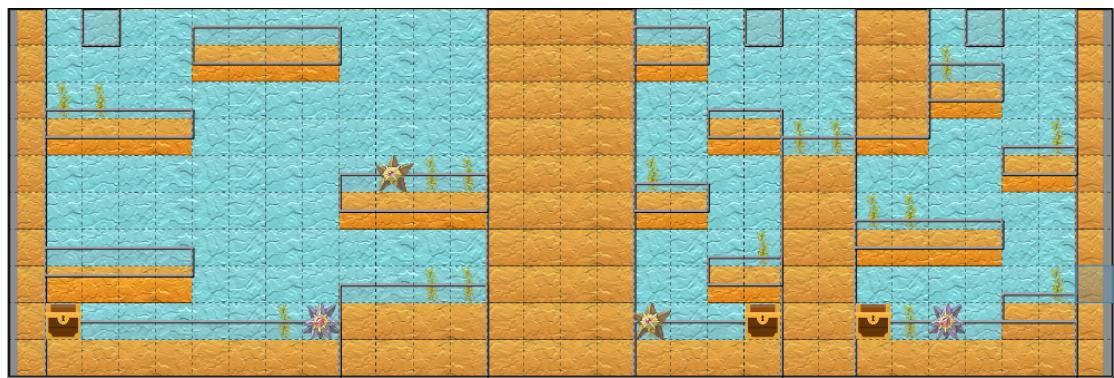


Figure 5-1 The starfishes that kill the player by collision

The motions of this kind of monsters can be very simple or complex. The starfishes here will just move horizontally whereas some others may only have movement in vertical direction. Several stupid monsters are even possible to kill themselves before the player contacts with them. Besides, there are also a few intelligent bosses that are capable to trace the player until the character was caught (Figure 5-2).



Figure 5-2 Boss

Also, there are other monsters owing special abilities and they use the super power to slay the character. An instance is shown in the Figure 5-3 (the Charmander).

It will shoot a ball of fire per 3 seconds and the player will die once he contacts with either the fire or the Charmander.

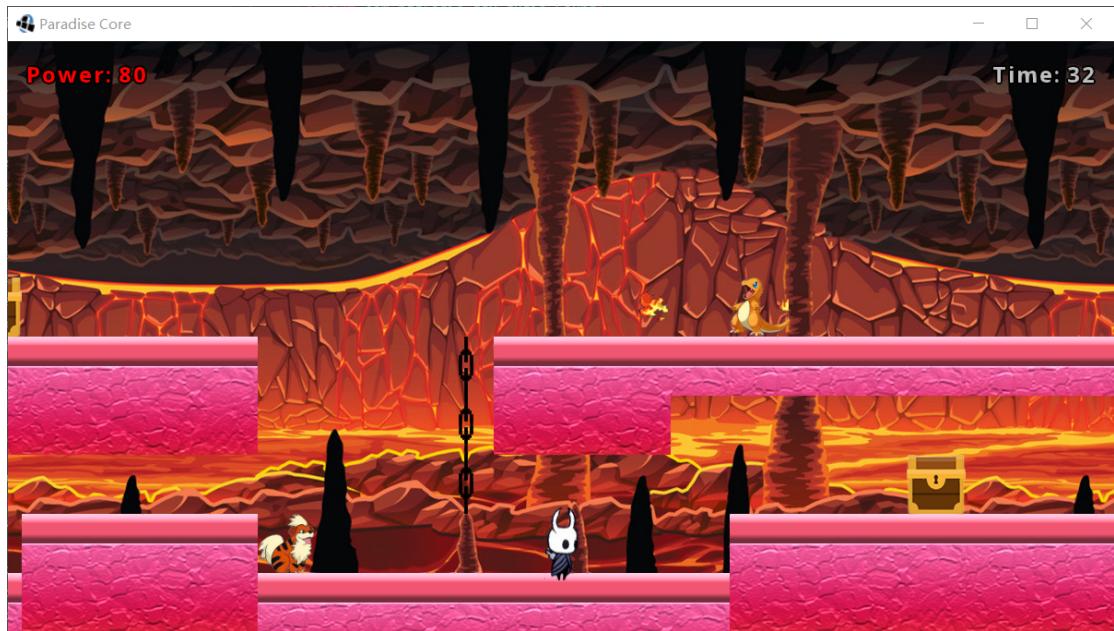


Figure 5-3 The Charmander shooting fire

In addition to explicit enemies, assassins will hide themselves until the player overlaps with them. However, when the character reaches the location of these monsters, he will be slain immediately, as displayed in Figure 5-4.



Figure 5-4 Assassins

- Monsters that can be helpful

Not all the monsters are the enemies of the player, and some of them could aid the

player to reach some places where the player cannot go by himself. Ponyta in figure 5-5 is one of them.

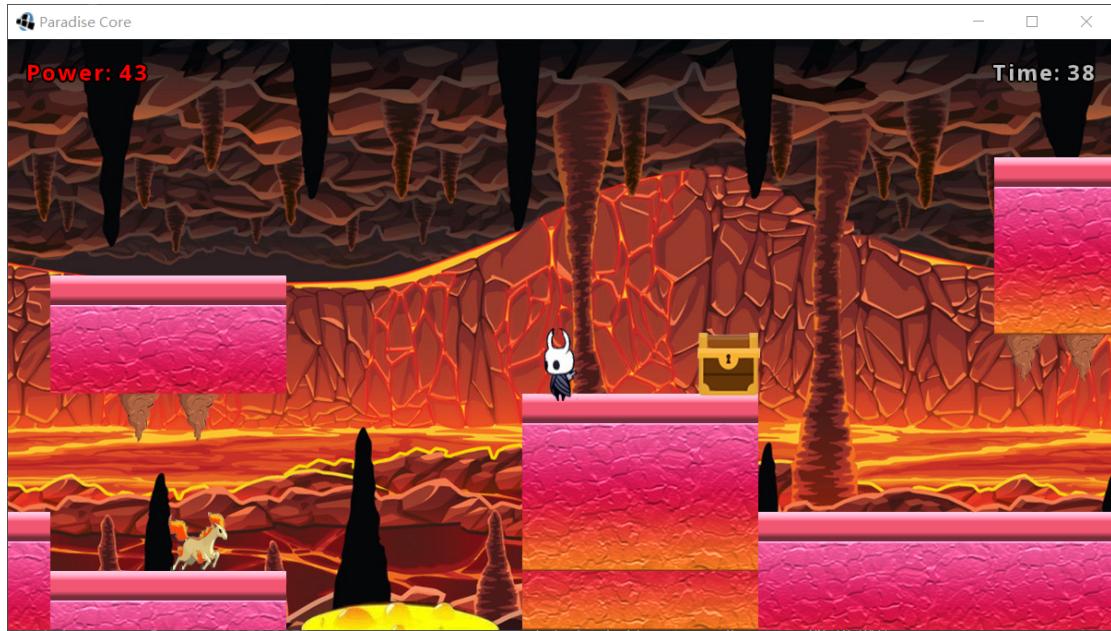


Figure 5-5 The Ponyta

- Useless monsters

Finally, it comes to the decorations which have no interaction with the player (Figure 5-6). When meeting them, feel free to go forward.



Figure 5-6 The decoration

6. Map Settings

According to Game Plot, Maps are divided into four different styles: Fire, Water, Sky, Earth. Each style has special elements and characteristics so that the specialty exists. Furthermore, considering the interaction between the player and the monsters, the

various terrain was set up in the Maps. The details are as follow.

- Map Styles

Fire corresponds to Lava, Water corresponds to Sea, Sky corresponds to Wind, Earth corresponds to Soil. On the basis of the styles, the interaction between the player and Maps can be enriched, such as the Lava can kill the player, the Sea can dive, the Wind can represent the height, the Soil can dig. The interactions are shown through a lot of materials in Figure 6-1.

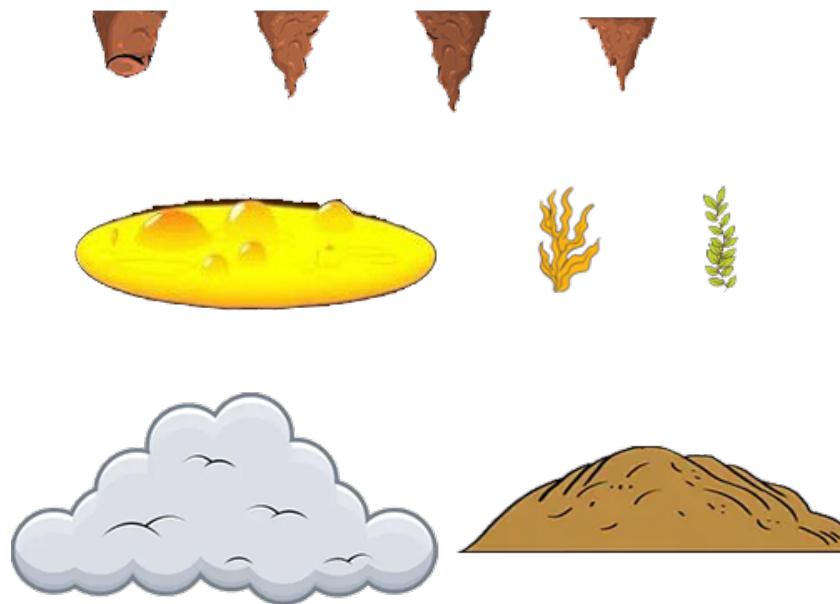


Figure 6-1 Map materials

- Map Procedure

Because the linear procedure may make the Maps uninteresting, the Maps are designed as multi-choice. For example, the fourth round has three branches, but only one branch can pass.