Legolas Greenleaf

**Objective:**

The player will play Legolas (a character in The Lord of the Rings), who is good at archery, to shoot the flying monsters in the sky with bow and arrows. And by shooting different kinds of flying objects, the player could get different points effect.

**Gameplay Mechanics:**

The game uses normal platform physics. There are mainly three kinds of objects in every scene: Legolas, bow and arrows, and flying objects.

*Legolas* will stand at one side of the ground, holding a bow. And we can change the angle of his bow to control the shooting direction and dynamic.

*Arrows* are physical objects. If the arrows shoot out by Legolas hit the flying objects in the sky, the flying objects will fall down. And the amount of arrows in every level will be limited.

*Flying Objects* are objectives of Legolas. There will be different flying objects, such as flying monsters, flying awards and some objects with special functions. By shooting them down, the player will get different points effect.

**Level Design:**

There will be several levels of my game. And the difficulty of shooting will become higher and higher as we get into higher levels.

The space of flying objects will become faster and faster. And the amount of flying objects in the sky at the same time will be more and more. And the good news is that

Legolas could use one arrow to shoot not only one object. If the arrow hit several objects at the same shot, all those objects will fall down.

**Technical:**

Scenes: Main Menu

Level Selection

Gameplay

Controls/Input: Draw based controls

Touch the bow and draw to control shooting angle and dynamic

Classes/CCBs: Scenes

Nodes/Sprites: Legolas and Flying Objects

Background