

# GAME INTRODUCTION

## **Game Title:**

Elementals: Heatblast and Hydrogirl.

## **Game Characters:**

- 1)Heatblast- Element: Fire.
- 2)Hydrogirl- Element: Water.



## **Genre:**

Adventure Puzzle-Platformer.

# Gameplay Mechanics

## Basic Character Controls



- Hydro Girl can be controlled using the A,W,D keys.
- Heat Blast can be controlled using the Up,Right,Left keys.
- The inputs will move the character Up Right and Left respectively

## The Theory that opposite attracts doesn't always work

Never Mix Fire & Water



-We can't mix fire and water.

-Heatblast can pass through fire but has to jump over water in order to pass through and same for Hydrogirl and water.

-But if we try to do the opposite the character will die and the player will have to restart the level

Green Goo indicates danger for both characters and can hurt them.  
So, both characters have to avoid it in order to pass through.



## Elevator Moving Up

Button Held Down



## Co-operative Gameplay

- Buttons Must Be Held.
- Cooperation between the two characters is a must to pass this part of the game.
- One player must stand on the button to hold it back while we can control the other player to cross the elevator easily.

## GAME PUZZLES

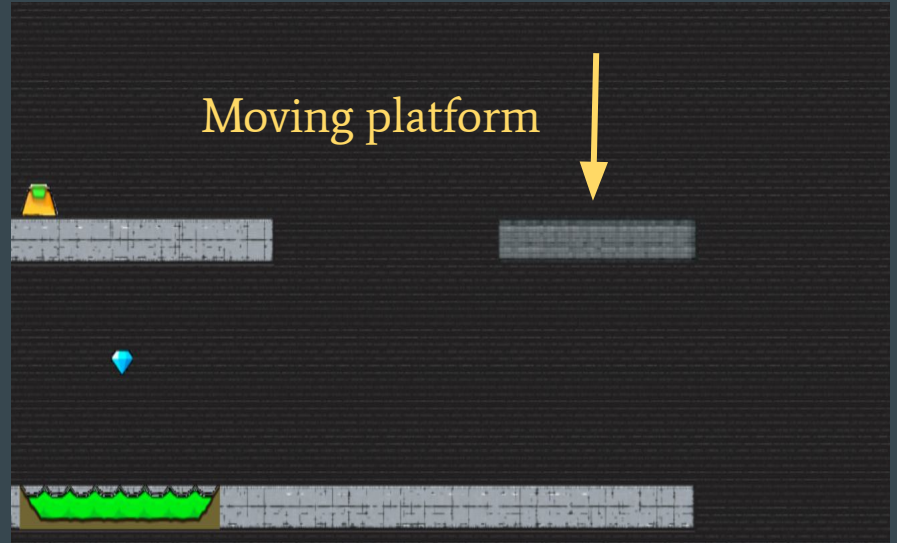
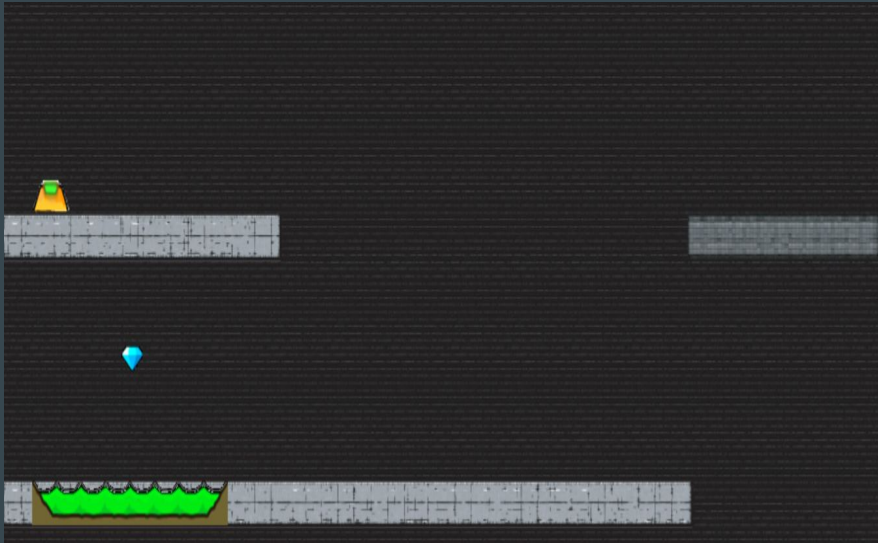
- Many puzzles are scattered around the whole map of the map
- Levers are one time switches that must be activated to perform certain tasks like opening doors.





# Dynamic platform

A moving platform has been added to turn up the difficulty by a notch. The platform requires precisely timing the jump to make it to the platform without falling down.





On clicking play you will be prompted to enter your name. I will take inputs from you and also show it to you instantly. Clicking the Enter Key will save your name to use for the leaderboards

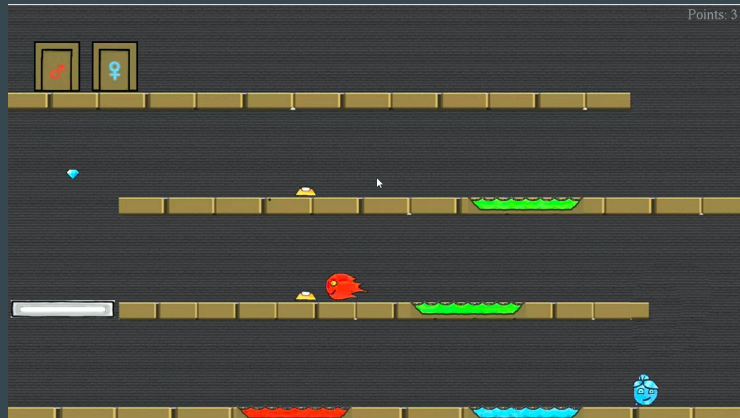


# Score System



Each player will have 1 lives and falling into traps will make the game over.

Diamonds are strategically placed throughout the whole map. Points will be calculated based on diamonds collected during the playthrough.



Points will be updated in real time and shown at the corner of the game window.

And after the game ends you will also be presented with your final score.

# LEADERBOARD

## Scoring System:

Players who finish the levels and collect more diamonds will rank higher than the other players.



ELEMENTALS:  
HEATBLAST AND HYDROGIAL

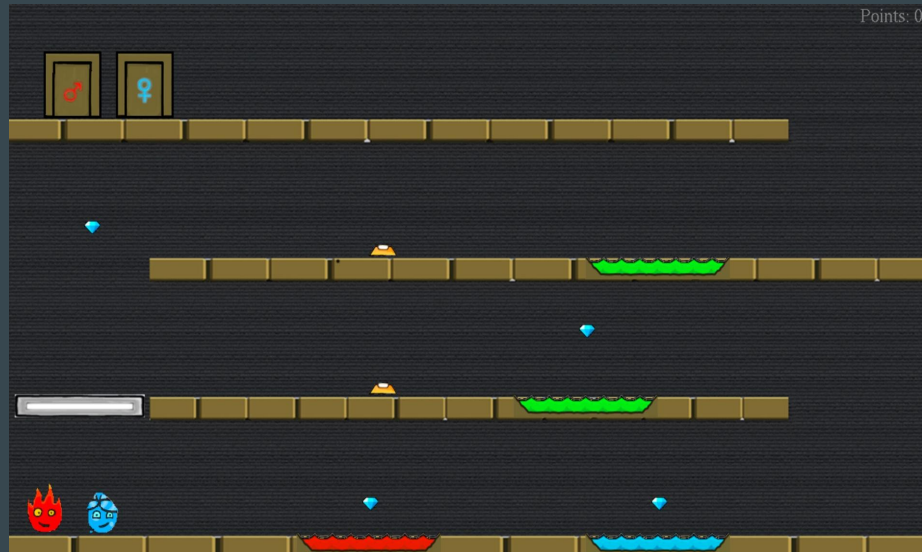
LEADERBOARDS

<u>POSITION</u>	<u>NAME</u>	<u>POINTS</u>
1.	Enid	12
2.	Ishmam	8
3.	Tayeb	8
4.	Enid	6
5.	Tayeb	4

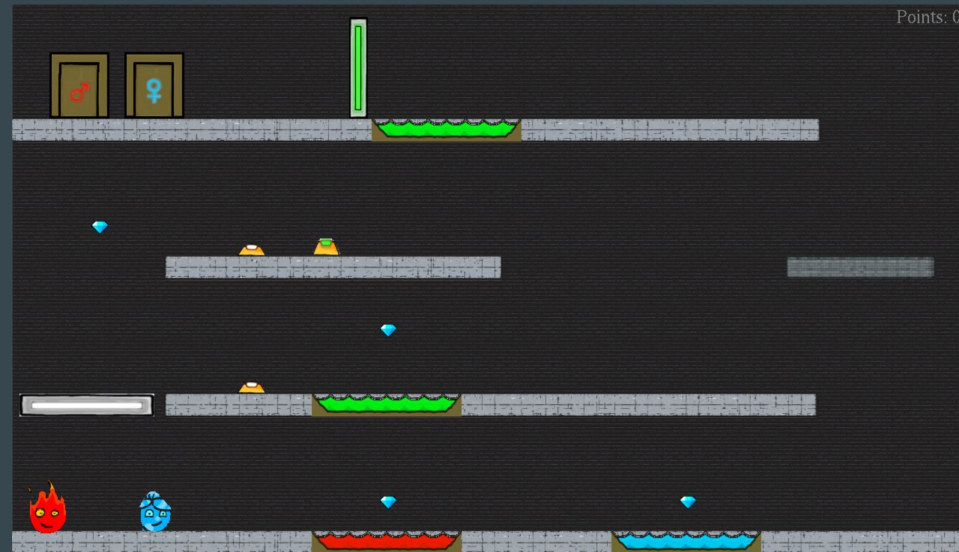
# Levels

Each new level is harder than the previous one, comprising of newer obstacles and challenges which will surely test the players intellect and skill.

Easy



Hard



**In order to complete the levels both of the characters have to pass through the doors at the finishing line.**