

# Team 18



## Initial Proposal

- **The game base idea and influences(Themes)**
  - Oneshot
- **A write-up on how the game should be played**
  - The player assumes the role of a guide, and is tasked to lead the protagonist, Enos, through a strange world inhabited by monsters, with the goal of saving the world and returning Enos home by solving puzzles given in the world.
  - Enos will have to travel around the map to obtain items and solve puzzles.
- **Unique selling point**
  - Multiple storylines
    - Storyline depends on player choices and puzzles solved.
  - Crafting table
    - Some puzzles can only be solved using crafted items.
    - Some crafted items benefits the player.
- **Features list**
  - Player movement
  - Object interaction
  - Solving puzzles
  - Item crafting
- **Possible features that can be implemented**
  - Saving progress
  - Character selection
  - Map selection
  - Monsters serves as obstacles
- **Task breakdown and estimation for each feature**
  - Player
    - Controls
    - Interaction
    - Collision with map level and items

- Map
  - Designs
  - Dialogue Boxes
- Items
  - Crafting
  - Hints to solve puzzles
  - “Keys”(E.g. Items used to unlock certain doors)
- Puzzles
  - To solve level
  - Fake puzzles to slow player
- **Task allocation for each team member**
  - Puzzles - Kenneth
  - Player - Zhong Da
  - Items - Ko Sand
  - Map - Alif

## Game Ideas (gameplay, features)

- Zack's - Pacman style(Note: not the exact same game)
  - Eat enemies gain points
  - Time limit to see how much point can player get
- Kenneth's - OneShot style (puzzle game with hints) (hints can be provided by pictures or NPC dialogues for example)
- Ko Sand's - Maze style
  - Collect items
  - Find way out of maze (Can be time based)
  - Enemies