Andrew Cornell

CSIT 308

Final Project Proposal

**The Lost Temple**

**Background Story:**

In this 2D platformer, the player takes on the role of an archaeologist who discovers an ancient temple deep in the jungle. The temple is full of traps and puzzles, and the player must use their wits and skills to navigate through the temple's various levels and chambers. Along the way, the player will uncover hidden secrets and ancient artifacts that will help them unlock new areas and solve puzzles.

**Brainstorming Process:**

I have always loved platformer games and their endless possibilities which is why I decided on a platformer for my final project. To come up with ideas for "The Lost Temple," I started by brainstorming different themes and settings for the game. I decided on an Indiana Jones-style adventure set in a mysterious ancient temple. From there, I began to think about the game's mechanics. On top of loving platformers, I also enjoy puzzles, so creating a series of puzzles and challenges that the player would need to solve to progress through the game would make it fun and exciting.

**Rules:**

"The Lost Temple" is a 2D puzzle platformer where the player must use their problem-solving skills and platforming abilities to navigate through various levels and chambers within the ancient temple. The player must avoid traps, solve puzzles, and collect artifacts to progress through the game. Each level presents a new challenge, with obstacles that the player must overcome to reach the end goal.

**Playing the Game:**

The player controls the archaeologist character, moving left and right with the arrow keys and jumping with the spacebar. The game features a variety of puzzles and challenges, including hidden switches, moving platforms, and traps. The player must use their problem-solving skills and quick reflexes to overcome these challenges and progress through the levels.