

1.

- . Chosen Game Category: Role-Playing
- . Chosen Game SUBcategory: Simulation
- . Chosen Game Genre: Jungle
- . Chosen Game Pattern: Abstract Factory

2.

- . Objective of the game:

The player/Hunter must Hunt for Prey in the Jungle to earn points, and at the same time survive from dangerous animals in the Jungle. Each Prey has a specific amount of points, as well as each Predator can inflict specific amount of damage to the Hunter.

The player/Hunter will start at a random position of the jungle as well as the Preys and Predators, all the animals will be moving at a random direction but the same speed. Once a Hunter gets contact or eaten by a Predator for the first time, they will all smell his/her blood and start moving in the Hunter's direction.

If a Prey gets in contact with a Predator, it will be eaten.

The Game will end if the Hunter hunts all his Prey in the Jungle or if he/she gets killed by the Predator and their life points reach's zero (0).

- . Rules of the game: The hunter is not allowed to leave the Jungle.

The Hunter cannot kill the Predators.

- . Win condition: The Hunter must have Hunted down at least 50% the Prey in the Jungle, when all the Prey in the Jungle are killed.

- . Lose condition: When the Hunter's health reaches zero percent (0%).

And when there is no more Prey in the Jungle and the Hunter has less than 50% of the Prey.

3. UML CLASS DIAGRAM OF THE OTHER PDF "MAHLOBO_SN_221010455_CSC2A_2022_PraXUML"