

Description

This game is an arcade-style 2D PC game, featuring a mix of adventure, exploration and a punishment/rewards system. Players need to explore the map and move their character to the end cell. However, during their adventure, it is the players job to collect as many rewards as possible, avoid encountering the enemies, and try their best to reach the end with the least amount of time.

Game flow of this game will be normally linear. Players will be asked to explore the map and reach the end. On entering the map, they would encounter 3 different types of things:

- Moving enemies
- Traps (Punishment cell)
- Rewards

Each reward would get the player 1 or 2 points depending on its type, and traps would deduce 1 point. Players would be considered as Lose and the game would end if they

- Total points become negative
- Time expired
- Catch by the moving enemies

They may continue or restart the game. Once the players reach the end, they would be evaluated by the amount of rewards they collected, and only would be considered as Win if they have reached a certain amount of total points.

Overall Plan

This would be a top-down perspective game, the main character would be controlled by the player using the keyboard (WASD controls). The following is a brief plan of the whole project.

- Communication
 - Brainstorm
 - Gathering usable references
- Planning
 - Make overall plan
- Quick design
 - Determine Use cases
 - Draft of UI
- Construction/coding
- Test
- Gathering feedback from TA, friends and other possible players.
- Update

Tentative Plot

Player is a young entrepreneur in his small town. He started from nothing, and built up a successful trading business from scratch. However, his greed grew too big, and news of this richness spread around the countryside and attracted a local band of monsters who wanted his gold for themselves. They

ransacked the city, and robbed Player of all of his precious earnings. Now, the townsfolk want him to find his fortune and use it to fix all the damages to the city, and to pay for doctors to travel to their village from the city. Player must venture into the monsters' maze-like cave dwelling and pick up what is rightfully his, and prove to the townsfolk that he's more than just a greedy businessman.