Thakurmar Jhuli: An Action Adventure Game

The game revamps our childhood memory of Thakurmar Jhuli stories with combat, platforming, strategy and adventure. The game is mainly intended for 6+ children. It will be available for Android and Windows Operating Systems. The game features characters from thakurmar jhuli like Nilkomol, Shakchunni, Duorani etc.

# Plot

Once there was a kingdom name Indrapur. The king had two queens, Suorani and Duorani. Suorani was a kindhearted woman while Duorani used to conspire against many people. Suorani had a son named Nilkomol and Duorani had a son named Lalkomol. Our story follows Nilkomol.

One day Duorani invited Nilkomol to her palace and spoke to him about an enchanted forest where fairies and monsters used to live. The forest was beautiful but required courage for anyone to venture into it. In that forest there was a specific location where a horrific monster named Shakchunni lived. She was hideous and scary and was known by the name Reaper of the forest. She guarded a precious magical necklace. If a hero courageous enough could bring the necklace to this kingdom, it would bring blessing for the whole kingdom. So Nilkomol starts his quest for the magical necklace in this mysterious woods known as Gajendra Forest.

**Level 1:** Nilkomol enters the forest and encounters several of its residents. Bangoma and Bengomi, two talking birds guide him towards his goal. Nilkomol gathers coins left out by fallen warriors and also finds a merchant among these woods who will sell him various items including potions, arrows etc.

As the sun sets down, Nilkomol finds himself in the darker parts of the forest where he encounters more ferocious monsters. Finally he reaches Shakchunni’s lair and slays her. Nilkomol retrieves the magical necklace.

But instead of blessing, a catastrophic result occurs. The forest is set on fire as if by magical force. Nilkomol runs in forward direction to find a shelter from this fire. In this tensed state, he finds a pond and collapses beneath it.

A fairy lived in the pond. She appears before Nilkomol as he regains consciousness. The fairy grants him power to breathe under the pond. She also hints that Nilkomol may find the solution to forest fire which extended towards his kingdom under that pond. Nilkomol dives in it.

**Level 2:** Beneath the magical pond, Nilkomol finds a vast underwater kingdom. He reaches the palace fighting underwater monsters. In front of the entrance of the palace, Nilkomol finds Lalkomol, his step brother who has come to slay him by the king’s order since the king thinks the whole kingdom is under ruin due to his mistake persuaded by Duorani’s conspiracy.

Nilkomol is confused and is forced to fight. After some times being wounded by Nilkomol’s weapon, Lalkomol shows his true form. He is a descendant of Rakshasha. Nilkomol is able to slay his demonic brother.

Nilkomol enters the palace and finds a lone princess with some of her subordinates and a wise sage. Nilkomol learns that a witch killed all of her family by magic. Now the witch resides as a queen of Indrapur. Nilkomol learns of a special sword to kill this mighty witch from the wise sage.

**Level 3:** Nilkomol finds the sword hidden in the burning Gajendra forest. The fairy guarding the sword shows him the way to a beautiful oasis. A horse was drinking water there. It was no ordinary horse. It was Pangkhiraj, the horse with wings. Nilkomol approaches the horse and tames it. Nilkomol rides Pangkhiraj and rushes in the sky towards his endangered kingdom.

**Level 4:** He finds a nightmarish Indrapur, swarming with devilspawns. Some houses were in fire. Nilkomol enters the ruined palace and encounters Duorani. She is slain by the magical sword and the curse lifts. Demons leave Indrapur.

Nilkomol becomes the king and rebuilds his kingdom. He marries the princess from underwater palace. They live happily ever after.

# Gameplay

**User perspective**: There will be a main menu with 3 buttons: Play Game, Options and Quit. The player can start the game by clicking Play Game button. The game will have cutscenes to convey the story. When the game starts the player will be in control of Nilkomol. Bengoma and Bengomi, two talking birds will initiate tutorial by guiding player about the controls. After learning the controls, the game will actually start and the player will be able to face enemies, collect treasures, visit merchants etc.

**Developer perspective:** 3 bars control player’s status: Red, Green, and Blue. The red bar governs health which is decreased by taking damage and replenished by heal magic. Green bar governs stamina which is drained through each hit (attack) and replenished automatically. The blue bar governs focus which can be used to cast magic. It is accumulated by attacking and taking hits.

The player can move horizontally, jump, attack, block. Some magical powers can be gained and used. Player earns experience and coins by defeating enemies. Experience accumulates to gain skill point which can be used to learn skills.

Coins can be traded with merchant for various items.

The game contains fighting and platforming elements. Fighting extends to block, magic, dodge etc. and platforming extends jumping at correct time and various minigames.

# Intractable objects

1. Enemy
2. Obstacle
3. Coins
4. Treasures
5. Merchants and other NPCs (Non Playable character)