

# QUEST FOR TREASURE

## GAME DESIGN DOCUMENT

### The Game overview

The game focuses on the desire for humans to get what they want no matter what obstacle comes in their way.. It involves a player trying to get a key to the door with so many obstacles on the way.

### Story and Gameplay

#### Story:

There is a treasure at the end of the map but to get it the player has to go through different levels with different obstacles. These levels contain a key which opens a door to the next level. At the end if the player is able to overcome all the obstacles he finds the treasure.

#### Gameplay, Rules, Mechanics and Systems of the game:

The player climbs the platforms to get coins and also the key and then comes down to open the door after securing the key.

#### Assets:

##### Audio:

- 1..Background music
- 2.Sound for player's jump.
- 3.Sound when the player hits an obstacle.
- 4.Sound when players collect coins, gets the key and opens the door.

##### Graphic:

1. Sprite Sheet for player character, coi and enemies.
2. Image for the scene background, platforms. door, key, bombs.

### Level Design

#### Game scene:

1. The scene consists of platforms and obstacles.
2. The player can move all directions in the game scene.

#### Level:

The game will contain only two levels for the initial version.