# About this game (idea)

A puzzle-adventure game where the player plays the valiant hero that embarks on a journey to save a girl. (Story will be changed or improved). As the player goes about one his journey the player will meet obstacles (puzzles) which he would need to solve before being able to move forward.

This will be about a knight trying to save a princess through obstacles that will be mainly puzzles at the starting player will be given 3 paths to choose from and each will be different puzzle to solve like for example there will be left straight and right and I pick right the obstacle will be to get 100 point in a greed game if I choose the left path I will be greeted with a sokoban puzzle to solved and then when the player managed to solved the puzzle they will be greeted with another 2-3 path and this time around the puzzles will be more harder as the level progress. This will carry on for a total of 3 times (most likely will change)

The player would use the arrow keys to navigate through the map. Map would be printed out with the use of ASCII characters. Different puzzles would require the player to use different controls if needed. Puzzles are meant to get harder as the player progresses. Puzzles would include things like mazes, mastermind, sokoban and things of that nature. Players would only be able to advance by completing the puzzles.

Game would end with a puzzle that would make use of clues left in previous parts of the game. (KIV)

Target Audience: RPG fans/Puzzle game fans

# Unique Selling Point

Custom made levels/areas designed to give players a better experience.

Some puzzles have random generation to diversify the gameplay.

# Features

Different Puzzles in one game.

Immersive storyline

# Task allocation

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| --- | --- | --- | --- | --- |
| Name: | Glence | Jeff | Gary | Sham |
| Week 1 | Puzzle/Mechanics | Map/Level Design | Puzzle/Mechanics | Puzzle/Mechanics |
| Week 2 | Puzzle/Mechanics/Debugging | Level design | Puzzle/Mechanics/Debugging | Level design/Puzzle/Mechanics |
| Week 3 | Debug | Report/Presentation | Debug | Report/Presentation |