Game Proposal

* Title: Shinobi Adventure
* Summary: An amateur ninja is in his adventure to gain essential skills and fight the potential enemies to reach the title of Kage (for the greatest shinobi in a region)
* My goals that I plan to accomplish:

+ Having the characters animated like in video games

+ Every tool/skill/enemy has its own motion animated

+ Having platforms

+ Having the scrolling screen

+ Having the music turned on/off when needed

+ Saving the record of players who reached high scores

+ Having a nice menu of choices

+ Having clear instructions and easy ways to exit

+ Having the game’s difficulty increased gradually

* My goals I hope to accomplish if I have time:

+ Having multiple levels and obstacles

+ Having multiple tilesets

+ Having multiple models of characters

+ Having the character reacting at the end of the game (crying when losing, celebrating when winning)

+ Having more decoration

* Inspiration: from the Japanese manga series named Naruto, “it tells the story of Naruto Uzumaki, a young ninja who seeks to gain recognition from his peers and also dreams of becoming the Hokage, the leader of his village” (Wikipedia).

