DEVLOPMENT STRATERGY DONKEY KONG

Basic game components

Mario

Mario will be made to wield hammers, climb ladders and at last kill the monkey .

Controls

He is the player controllable part he will move using LEFT ARROW and RIGHT ARROW keys . Player has to press SPACE to make him jump in order to climb the ladder he will

have to use the up arrow key .In case mario has wielded the hammer the UP ARROW key will be used to destroy the barrels.

Hammer

Hammer is an object wielded by the player to destroy any object thrown by the donkey or any object that might be any to do any harm to the player . But it cannot destroy the donkey ,ladders or platform . While wielding the hammer the player cannot climb ladders or even jump to another platform . He has to stay there and wait till the power up is over .

Ladder

Ladder is an object used by the player to climb onto another platform player can decide to wait there if there are any objects above the ladder or below it . While wielding the hammer the player cannot climb ladders

Bonus /Health bar

This is the clock that the player should keep in mind while he is playing the game . He needs to sure that this does not run out . Else the player dies and 1 life is deducted . it can also be slowed down for a second if the player destroys anything

High score

The high score of the player can be measured by the points you get by destroying barrels by the hammer or any other destroyable object .

THE POINTS ARE :

Barrel destroying :300

Jumping over barrel : 100

Flame destroying : 300

Jumping over flame: 500

Princess accessories :300

Donkey

Donkey has a simple animation of throwing the barrel . And taking away the princess from mario to the next factory

Barrel

Barrel is a object that rolls down the platforms to destroy the mario if the mario touches it he dies

Flame

Flame is a live object that guards their own platform it moves left to right on their own platform and often climbs ladders (he is pretty dumb)

Pies

Pie is an object that spawns in the factory it moves from left to right at random velocity along with the conveyer belt

Princess

Princess the love of mario just needs the animation as she anything but an image

Conveyer belt

Conveyer belt is present on stage 2 it replace the platform it moves at random velocities (horizontally ) . it has pies on it for barrels

Health mini mario

Health mini mario is the live representor of the player he needs to exist in order to represent the life count

Various screens

Player select screen

`Player select screen consist of some basic registration before the game starts that is :

High score

Player number 1 or 2

Player nam e

Rank

Play button

Animation

Animation is of the donkey bringing the princess to the top and then jumping up and down till the platforms are slopes .

How high can you go (V 1)

This may consist of :

* High score
* Player name
* Rank
* How high can you go
* Start button
* Music
* Monkey with 25 metres written on the side

Stage 1 screen

Stage 1 scren stage 1 screen has the following :

* Curved out platform
* Barrel throwing donkey kong
* Static princess
* Hammer
* Mario
* Ladders
* Black back ground

How high can you go (V 2)

* High score
* Player name
* Rank
* How high can you go
* Continue button
* Music
* Monkey with 50 metres written on the side

Stage 2 screen

It has the following

* Random velocity conveyer belt
* pies
* straight platform
* ladder
* lit on fire barrel
* mario
* flame throwing donkey kong
* trapped princess
* hammer

How high can you go (V 3)

* High score
* Player name
* Rank
* How high can you go
* Continue button
* Music
* Monkey with 75 metres written on the side

Stage 3 screen

* Mario
* hammer
* Vertical conveyer belt
* Straight platform
* Lifter wrench
* Flame throwing donkey
* Helpless princess
* Ladder

How high can you go (V 4)

* High score
* Player name
* Rank
* How high can you go
* Continue button
* Music
* Monkey with 100 metres written on the side

Final boss screen

* Mario
* hammer
* Straight platforms
* Donkey
* Flame
* Joints
* Helpless princess
* Ladder

Animation ending

* Upside down donkey kong
* Stacked straight platforms
* Princess and mario heart

How high can you go (V 5)

* High score
* Player name
* Rank
* You have gone all time high
* Continue button
* Music
* Monkey with 1OO Complete written on the side

Game end / congrats

An envelope shall be given with the following written

“ Congratulations

you have defeated the damn monkey and made mario find his princess

you truly have the potential to go higher and do more you have succeeded after some tries or not but do know this you are a champion ~ a message from the developer”

THIS MESSAGE WILL BE DISPLAYED