

HELLO KITTY ISLAND ADVENTURE FEATURE IDEAS

Proposed Features, Puzzles, Mini-Games, and Quests

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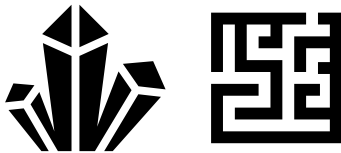
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Introduction

I am excited to present this document as part of my application for the game design internship at Sunblink. As an aspiring game designer, I have crafted a series of puzzles, mini-games, and quest proposals specifically tailored for “Hello Kitty Island Adventure.” My goal is to demonstrate my creative thinking, design skills, and understanding of engaging game mechanics. I hope these ideas will showcase my ability to contribute positively to your team and enhance the world of Hello Kitty Island Adventure.

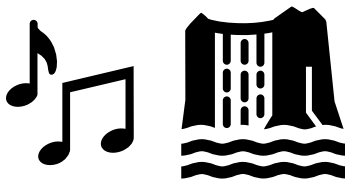
Feature Proposals

Section 1: Puzzles



1) Crystal Cave Maze

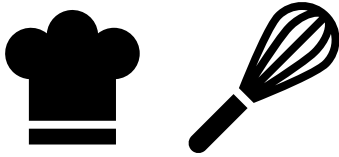
- **Objective:** Players navigate a labyrinth cave to collect different colored crystals.
- **Mechanics:** The cave features sliding walls and secret passages. Players must solve color-coded puzzles to unlock these paths.
- **Rewards:** Special crystal-themed outfits or accessories for Hello Kitty and friends.



2) Musical Waterfall

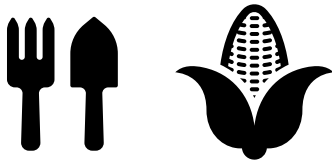
- **Objective:** Players must create a melody by interacting with waterfalls that produce different musical notes.
- **Mechanics:** Using a sequence of sounds, players match a tune provided at the start. Success depends on timing and sequence.
- **Rewards:** Musical instruments or sheet music to add to the player’s collection.

Section 2: Mini-Games



1) Cooking Frenzy

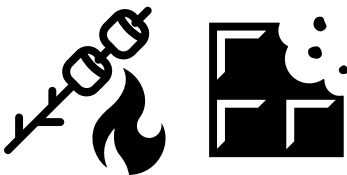
- **Objective:** Help Hello Kitty prepare dishes for her friends at an island café.
- **Mechanics:** Players follow recipes, slice ingredients, and manage cooking times. Each level gets progressively harder with more complex recipes.
- **Rewards:** New recipes, kitchen upgrades, or rare ingredients.



2) Growing Garden

- **Objective:** Compete to see who gathers the most vegetables from a garden within 30 seconds.
- **Mechanics:** Players gather different vegetables in the garden as fast as possible.
- **Rewards:** Vegetable outfits, rare vegetables

Section 3: Quests



1) Camp Cravings

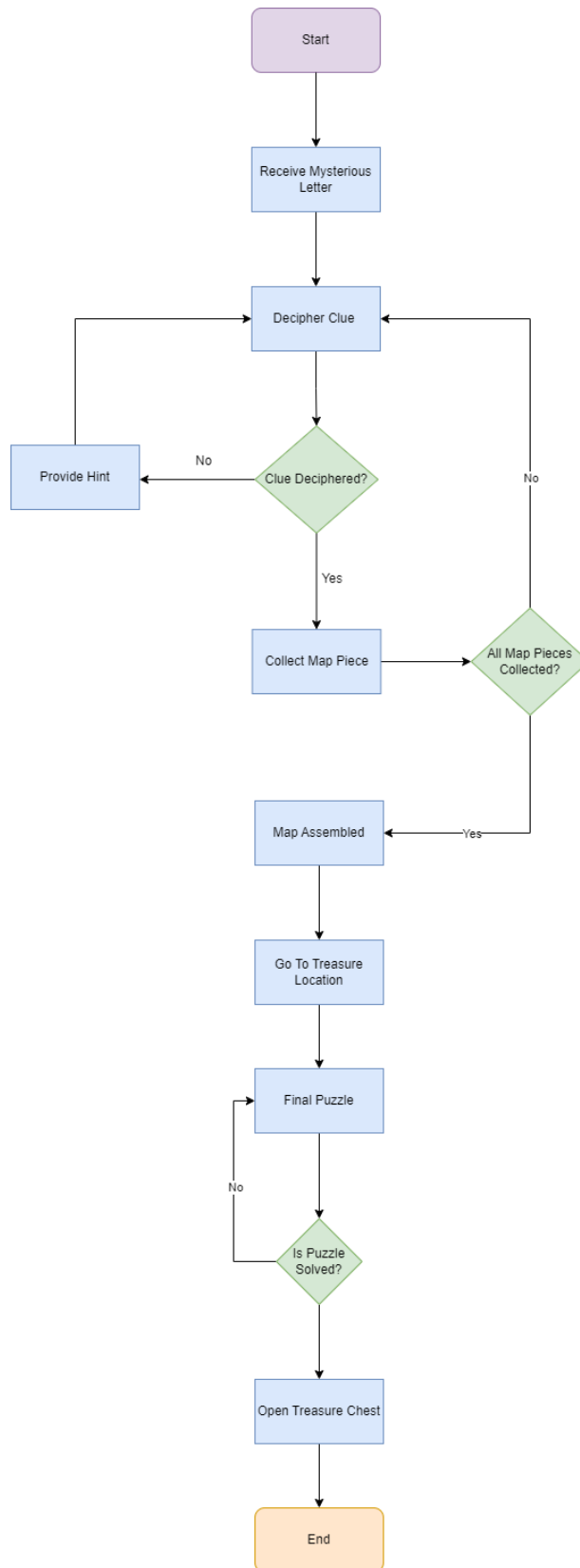
- **Objective:** Gather marshmallows, chocolate, and graham crackers to have s'mores with your friends.
- **Storyline:** Hello Kitty found a cozy campsite in a place called the Whispering Woods, and she decided to invite her friends to camp with her. After a day of hiking, the friends decided to make s'mores. Their only problem was that they forgot to bring the ingredients. They decided to look nearby for ingredients.
- **Rewards:** S'mores and camping outfits



2) **Lost Treasure Hunt**

- **Objective:** Discover pieces of a treasure map scattered around the island and uncover hidden treasures.
- **Storyline:** A mysterious letter arrives, hinting at a hidden treasure that was lost long ago. Players gather clues from NPCs and solve riddles to find map pieces.
- **Rewards:** Rare collectibles, gold coins, or a special treasure chest with exclusive items.

Lost Treasure Hunt Logic



Conclusion

In this document, I have outlined a variety of puzzles, mini-games, and quest ideas that I believe can enhance the player experience in “Hello Kitty Island Adventure.” Each proposal is designed to enrich the game’s charming and whimsical world, offering players new challenges, engaging activities, and memorable adventures.

I am enthusiastic about the opportunity to bring my creativity and passion for game design to Sunblink. I am confident that my ideas can contribute to the ongoing success of “Hello Kitty Island Adventure” by providing fresh and exciting content for its players. Thank you for considering my application. I look forward to the possibility of contributing to your team and helping to create exciting experiences for players around the world.