

Project Overview

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1. Purpose

In the farm(**Board**), the farmer(**Main Character**) has to collect all of the crops(**Regular Rewards**). At the same time, bears(**Moving Enemies**) are looking for honey(**Bonus Rewards**). So the farmer needs to avoid bears and some traps(**Punishment**). There also have some fences(**Barriers**), the farmer has to find the right way. Finally, the farmer needs to find the exit to leave the farm.

2. Game Characters

2.1 Main Character

The main character of this game is a farmer who has his own farm and wears a white shirt.

2.2 Enemies

Moving Enemies

Consists of bears that are scattered around the map, once the character touches them, the game will fail.

2.3 Punishment

Consists of hole traps that are scattered around the map, once the character touches it, the player will lose points. If the player has negative points, the game also will fail.

3. Rewards

3.1 Regular Rewards

Consists of the crops, the player has to collect all of the regular rewards to pass the game, when the player gets one of them, the player will add corresponding points.

3.2 Bonus Rewards

Consists of the honeys, the player does not have to collect them, however, the honeys have higher points if the player gets them. They can help players break the record.

4. Barriers

There will be barriers like fences, stones and trees. It will not lose points if the character touches it, but the player has to detour them.

5. Board

The player cannot go out of the map or go through the barriers. And the background is a farmland.

6. Difficulty

The game increases its degree of difficulty, when the player passes and goes through to the next stage. Increasing the number of enemies and traps, speed enemies up and has a larger map.

Zihan Yu Feb 18, 2022