

**Game Story**

* Alex is a boy who went out to play in a wild area. While he was walking through the forest’s tools, he suddenly falls into a cemetery dark and old. It’s not just an old cemetery, but also a path of treasures. As he falls into this deep and dark coal cemetery, he has no choice but to find a path out immediately. If the boy gets distracted with the gem and coin at right time he will lose his life. But if play smart he can get out alive and rich.

**Aesthetics**

* This game is a third person game. The game can be won by going to the winning destination within the given time.
* The asserts, and sounds are designed according to the game concept and the story.
* Up to now two levels are designed with higher difficulty levels.

**Mechanics**

* In this game, to win the player needs to find a path out of the mine before the time expires.
* Also, there are many obstacles the player needs to face and be mindful about the life points.
* Player also can find life items to increase the life points.
* Player can find treasure such as Gems and Coins to increase the score.

**Target Audience**

Our target audience will be young kids and teenagers above age of 10

**Unique feature**

* From the beginning itself the difficulty level will be high.
* Has many obstacles to win the game such as only 3 life points and Player also can find life items to increase the life points.
* Limited time expressed.

**Market Strategies**

* Creation of Advertisements on the game on social media and you tube.
* Upload Play Store

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GitHub Link :

Full Project Link :