Statement

The Story:

On a cold winter day, the princess and her hero go for a brisk walk in the park. Tragedy strikes when the ferocious dragon, Ka'an, captures the princess and locks her in a cage at the other end of the park. Ka'an is the most feared dragon in all the lands not only because of his sheer strength but also because of his fierce army. In order to save the princess, the hero must collect all the keys in the park and make his way to the cage. However, the hero's journey will be filled with the dragon's ruthless warriors and other hazards that will make it extremely challenging for the hero to succeed. Nevertheless, by choosing his moves carefully, the hero can obtain power ups and bonuses that make it easier for him to fight the enemies and save the princess. Will the hero triumph or will the warriors get the better of him?

Game details:

Development of the game will be modularized in order to give each team member a significant role. The game will be modularized based on the different components of the game such as enemies and rewards. The game will satisfy all the minimum requirements mentioned in the phase 1 documentation, and will add the following to make the game more interesting and immersive:

- Game interface - The primary game interface will contain a 2D board as well as player details on the edges of the screen. The player details will contain score, health, keys, timer, high score and a pause button.
- Animations & Notifications - The game will contain various animations to immerse the player and make the game more interesting. One of the animations would be at the beginning of the game where the dragon takes the princess away from the hero and locks her in a cage. We will also have notifications throughout the game that guide the player on what to do next or when the player's stats are affected.
- Game menus - Our game will have multiple menus, such as a start menu and a pause menu.
- Customized enemy- In addition to the general moving enemy, we will have two static enemies:
  - Health enemy – reduces the health of the player by certain amount
  - Score enemy – reduces the score of the player by certain amount
- Customized rewards - These are items that will help the player win the game:
  - Regular reward - We will place a certain number of keys across the map, and the player will have to collect all of them in order to win the game. On collecting them, the key disappears and gives a small increase in score.
  - Bonus rewards – The board will be randomly populated with a bunch of these, and they remain on the board for a certain period after which they disappear regardless of whether they were collected or not. They are not essential to winning the game.
    - Health reward – Collecting this provides player with an increase in health
    - Freeze reward – collecting this freezes the moving enemies for a certain amount of ticks.