Storyboard

In this project I would like to create a platform game that requires the user to solve a puzzle before moving to the next level. The level will be guarded by an enemy that can only be killed by solving the puzzle. Small enemies will roam the level guarding secret areas with powerups and areas that require access to solve puzzles. The map will also have hazardous areas that can kill the player if touched.

Fearless bandit Quiz must traverse the depths of Perplexeze’s Castle to retrieve the legendary secret treasure that Perplexeze collected throughout his illustrious life as a notorious burglar. It is rumored that he stole the collective riches of five countries without ever being captured. Countless heroes have tried to retrieve the treasure, but none have returned from the castle. Will you be the first to defeat the challenges that lie ahead and achieve untold riches and fame?