

**Game:** Legend of Zelda

**Players:** One

**Interface:** Keyboard

**Goal:**

To navigate through a series of dungeon puzzles while avoiding hazards. The objective of each dungeon will be to open the door to the next. The ultimate challenge will be to defeat a main boss.

**Game Play:**

The user will be able to control Link, the main character, using the arrow keys. Space will be used to perform a sword attack. In each dungeon a key will be hidden, and once the user finds and touches the key, they will be able to progress through the door to the next room.

Hazards within each room can hurt Link, and Link can hurt them as well using his sword. Game over occurs when the Link’s health falls to zero. After successfully navigating each dungeon, Link must fight the final boss, Ganondorf. If Link is able to eliminate Ganon’s health before Link’s health is depleted, he wins.

**Scoring:**

The score is based off of how quickly the User is able to complete the game successfully. This time starts the moment the player begins playing and ends when the boss health reaches zero. This time is also displayed at the top of the screen during gameplay. The top 15 times record their names on the leaderboard.

**Data:**

A leaderboard of the top 15 times will be maintained. Additionally, a User will be able to save their progress so they can continue later.