

## Another Treasure Hunt

A platformer trip for a treasure hunt through the jungles, temples, and tombs to discover ancient relics. The game also will shed some knowledge of some ancient civilizations and some relics

## Summary

A treasure hunt is always a pleasant idea, especially with the trophies along the journey. So the game is a multi-levels games with different scenes as background, sometimes in the jungle with trees and dirt and others in ancient blocks including temple or a tomb. The player will collect trophies throughout the game including coins in the normal level and maybe a giant diamond at the end of the level. The player will encounter some obstacles along the game play including a creature and some puzzles to reach the end of the level.

## Treasure Hunt Genre

The treasure hunt in general has been tackled widely in the game industries and there are many attempts and there are also a few state-of-the-art games with different presentation, play style, and other characteristics. For example, the oldest game Atari "Pitfall" is a platformer treasure hunt game where the player needs to avoid falling in the traps and creature to reach destination, same is Konami "King's Valley" and "Usas". Another and more modern one "Tomb raiders" is a 3D third person view game where the player needs to discover tombs and temples.

The game uses the same platformer game style as Atari "Pitfall" with obstacles along the way like the concept of danger creatures and deadly pitfalls but with more details and it has different collectable like Nintendo "Super Mario". The game has more details than the oldest treasure hunt game and provides some general information, uses the current technology like Unity game engine. This genre is a giant one and it is out of the scope of this concept so keeping the description to the minimum to provide the concept.

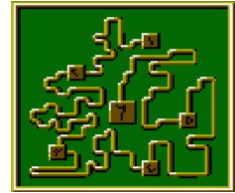
## Features

The game is lighter compared to big games like Tomb Raiders and Uncharted, it also uses 2D space rather than 3D space. Because of the simplicity, lighter compared to big games, and the 2D space, the game play and story tell will be fun and entertaining. It uses a famous game engine like Unity which is used by many game developers, since the engine well maintained and cross platform; This will give the opportunity for the game to be potentially a cross platform game which it can be ran on Windows, Mac, or even eventually in future version on console or mobile devices. This initial version will be developed for Microsoft Windows.

## The Game

The game is basically about a treasure hunter in this case the hero of the story, he is a treasure hunter seeking relics and artifacts around the world, in each journey the hero seeks to reach and collect big relic or artifact just like Indian Johns the movie. The hero for this particular story wants to cross the jungles, across different manmade structures like temples or tombs to reach the treasure which is the main and big relic or artifact, and it is the ultimate trophy of the treasure hunt journey. Once the main trophy is collected the game ends and the story may later continue with another game and another installment of the story. Every installment or DLC there will be another relic or artifact and so on.

During the hero's journey and while walking through the game levels, the hero moves through the jungle to temple then jungle and other tombs to the final temple. The player encounter obstacles like pitfalls, creatures, or a puzzle in the level needs to be tackled in order to progress to the next scene. The game is a platformer in a 2D space (X and Y axis) and comprises of different parts including but not limited to background, platforms or obstacles, trophies, and the heads-up display (HUD).



*Picture 1 King's Valley route - by Konami*

**Background:** The background displayed at the back of the screen from top to down which provides the look and feel of the level scene, it will be changed based on the nature of the level in the game. For example, in the jungle, there are trees and dirt. In another screen in the tomb another background will be used like picture 2 and so on. Other platforms will be displayed e.g., tree branches, hills, floor like Picture 3 in the temple. The player can use small jumps, ladder, or rob to elevate from platform to another.

**Obstacles:** This can be danger creature moves by the computer algorithm like the mummy in Picture 2 or pitfall like in Picture 3 or a puzzle like a door need a special key to be acquired before it it's opened. The danger creatures can be avoided by jumping over it if the size of the creatures is less than player's jump or by colliding with a weapon.

**Music and Sound:** Background music to provide the mood for the scene. Also special sound will be generated based on the event including collecting coin, acquire diamond, player died, neutralize danger creature, and so on.

**Collectables:** These special objects with different categories and have a different value across the game, the normal coin which increases the score by a small amount. Artifact which has ten times the coin and the final one is the Relic which has twenty times the coin, the final Relic values is a hundred times the coin. Any collectable can be obtained by letting the player walk through the coin itself.

**Weapons:** These are objects that can be acquired on-site by moving the player through it, which gives a special power to the player momentarily. Each weapon has a fixed amount of hits and will be destroyed and cannot be transferred from level to another. E.g., Dagger has three hits, Sword five hits, Gun 10 hits, and so on.

**Player:** The main character or player -hero of the story- is controlled by the end user which moves linearly throughout the screen in 2D space. The player moves across the screen right or left by pressing the right or left arrow respectively or move the joystick controller using. The player can elevate from one platform to the other using a ladder or rob by pressing up arrow to climb or down arrow key to descend, same for the analog direction on joystick up and down. The player can jump in the air for short distances using the space bar key or joystick trigger 1 to avoid small creatures or elevate a small platform and Alt key to fire a weapon or joystick trigger 2. The player can carry one weapon at a time and Alt key or Trigger 2 can fire the weapon.

**Heads-up display:** Display player lives -Three lives- and the gained score. After losing all lives a game over screen will be displayed and the final score will be displayed on the High score screen. When the game start it display the game name and a message "Press any key to start" and when the game is completed a congratulation screen will appear.

## References

Sample screens



Picture 2 King's Valley by Konami



Picture 3 Usas by Konami