Courage to the Rescue

The game that I would like to make is inspired by the 1996 show "Courage the Cowardly Dog". The goal of the game is to help Courage the dog to become a stronger dog and find its owners. During his journey, he will encounter many obstacles that might be good or bad. The concept of the game is based on Hope. Sometimes we need courage in our lives to save other people.

Environment:
The place will be a map that keeps moving. Courage will be able to navigate the map.

Prey / Predator (Courage):
Courage will be the predator. He will navigate on the map and find lost objects from his owners (i.e: Shoe). Once he has collected an amount of objects, Courage will be able to find it owner (because he has enough leads since a dog can track its owner's position by it scent). To make the game better, Courage will have a bar called "Courage" and "Power". The "Courage" bar will drop overtime either due to the monsters or the timer set (Everytime the timer will reach 0, the Courage bar will drop). You can get the "Courage bar" up by finding Courage's favorite pie. For the "Power bar", he will be able to shoot hearts (signify the love given by its master) on the monsters once a specific requirement has been fulfilled which is to fill in the "Power bar". The "Power" Bar can be filled only if you avoid monsters for 1 minute. The more you shoot hearts, the power bar will drop.

Enemies:
Tornado: The Tornado means game over! Don't let it hit you.
Random Monsters: Avoid monsters! If they catch you, Courage will lose 10% from his courage bar.

Objects:
Courage's favorite Pie: Brings the "Courage" bar up by 10%. Spawns randomly in spaces. Text will pop up the show the player "THE PIE HAS SPAWNED"
Courage's Weapon (Heart Shooter Mode): If the power bar is full, he will be able to use this mode.

Different Scenes:
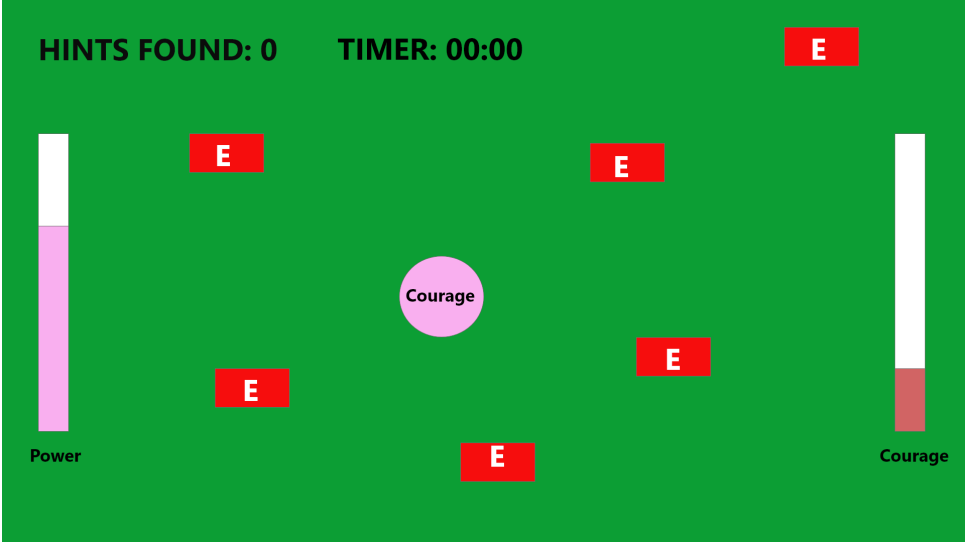Courage find its owners
Courage runs away

Next page will contains the mockups. The final game will look better. Character Images does not belong to me.
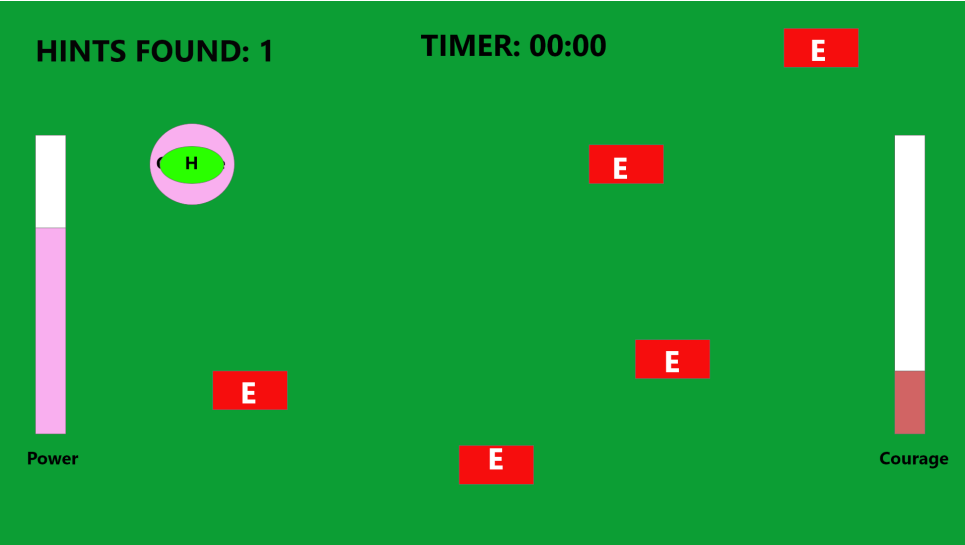
it belongs to the "Courage the Cowardly Dog" show

The player will either click "Start story" or "read "Instructions"

HINTS FOUND: 0   TIMER: 00:00

Main layout of the game. The "E" are the enemies

HINTS FOUND: 1   TIMER: 00:00

Courage will find a hint. The "Hints Found" number will be updated

HINTS FOUND: 0   TIMER: 00:00

THE PIE HAS SPAWNED!

The pie (check documentation) will be spawned at different times.