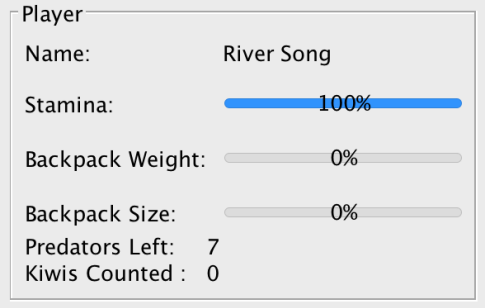
Kiwi Island

Features:

On the top right corner there is **player information**:



1-As player I can see my name.

2- As player I can see my level of Stamina.

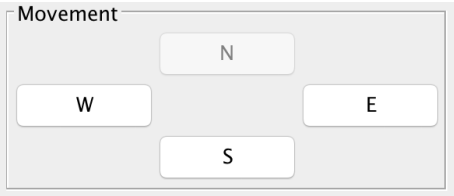
3- As player I can see my currant Backpack Weight.

3- As player I can see my currant Backpack Size

4- As player I can see number of predators left on the island.

5- As player I can see number of kiwis that I collected.

Move Direction:



4 kays move the Red square right, left, up, down.

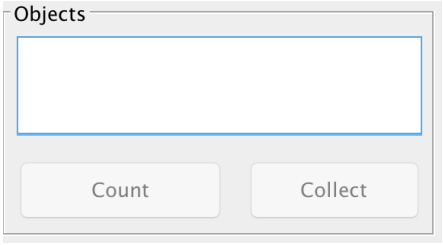
N: As player I can move one square North.

W: As player I can move one square West.

E: As player I can move one square East.

S: As player I can move one square South.

Object:



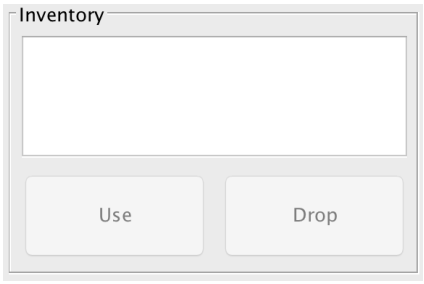
Describe the Letter in the Red square.

Option keys:

1-Count: count a Kiwi.

2- Collect: collect foods, traps, and tools from the Red square

Inventory:



As player I can see items that I collected.

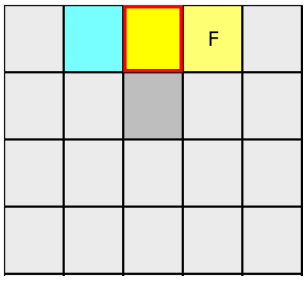
As player I can store items such as foods, traps, and tools.

Option keys:

1-Use: use foods to increase stamina. Use traps to eliminate a predator.

2-Drop: drop items.

Island:



- Red Square Identify my position in the game field..

- If I do not have enough stamina I will lose the game.

-Losing stamina can be facing Hazard or by the player movement

- if I move to Blue Square, my stamina will lose 4%.

- if I move to Black gray Square, my stamina will lose 3%.

- if I move to Green Square. my stamina will lose 2%.

- Word “E” is food. i can collect and use it to restore my stamina.

- Word “H” is hazard. Decrease my stamina or game over.

- Word “F” is animal.

- Word “T” is trap or tool.

- Word “K” is kiwi.

- When my stamina become 0, the game restart over.

- When I collect item, Backpack will increase percentage. (max 100%)

- Food increase 20% backpack weight, Trap increase 10% backpack weight,