**Hamster Game**

**Game Setting:**

The game is based in a house. The house will have different rooms and holes in the walls for hamster to live in. All the rooms are accessible and each room will have things that are required to complete task in each level. The player character will be in **third person** mode. The hamster can pick multiple objects and take them to the hole it is living in. These objects include fruits, nuts, a hamster wheel, a pillow, blanket, etc.

**Game Character:**

The main character of this game will be a **hamster.** Predator characters such as cat, spider, lizard etc. can be added to attack the hamster.

**Game Mode:**

There will be two modes:

**Free Run Mode** – In this mode, hamster can roam around the house and complete the tasks without time restriction. In this mode, the hamster will be put to sleep automatically when its energy runs out. Hamster will collect different items and store them inside a hole. These items will help the hamster when the power level decreases or when building a place for hamster to live in. The count of predators will be kept less to lower the contact of hamster with predators while performing any task. This mode will mainly focus on exploring and completing tasks. Hamster can pick 2 items at a time.

**Hard Mode** – In this mode, hamster has to complete each task in a given time. Number of predators will increase and hamster has to run if any predator sees it. The power decreases quickly in this mode and the hamster has to eat the collected food to continue or it will die. Hamster can pick only one item at a time.

**Story Line:**

The game starts with a guideline on how to play and move in the game. The game starts off with hamster inside its house and the first task of collecting and storing food. Guide the player what objects to pick and store. After the completion of storing food, guide the user to pick things to upgrade its house. Give a hint to user what things to pick. To pick the things, a mouth icon or hand icon appear to tell the user to pick. Joystick control will be used to move and look.

When the predator detects the hamster, the hamster can either outrun the predator and hide in its house or fight with it by tapping attack button repeatedly. Hamster can pick things like fruits, vegetables, wood pieces, cat food, hamster wheel, piece of paper to build its house, beverages to drink. Some items will be made lethal for hamster. If the hamster picks up a knife or a needle, it will lower its power and energy.

In free run mode, the predators will only detect the hamster when it goes near them. Hamster can pick 2 items together.

In hard mode, the predators will detect the hamster from a distance. Hamster can only pick one item at a time in this mode.

The final task of this game will be to eat cat food. The cat will chase the hamster and the hamster has to run and hide under fridge and escape from there to its house.