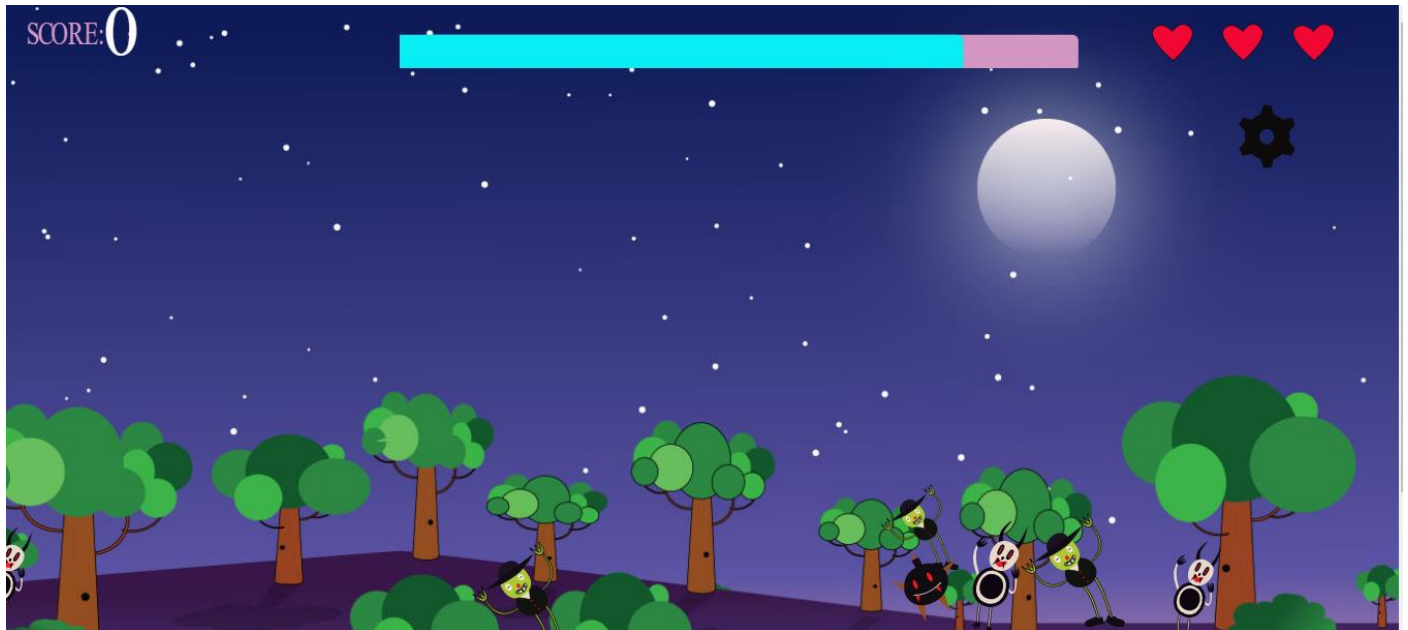


NAME: NIRAJAN SHRESTHA

GAME NAME: MONSTER HUNT

SCREENSHOT OF THE GAME:

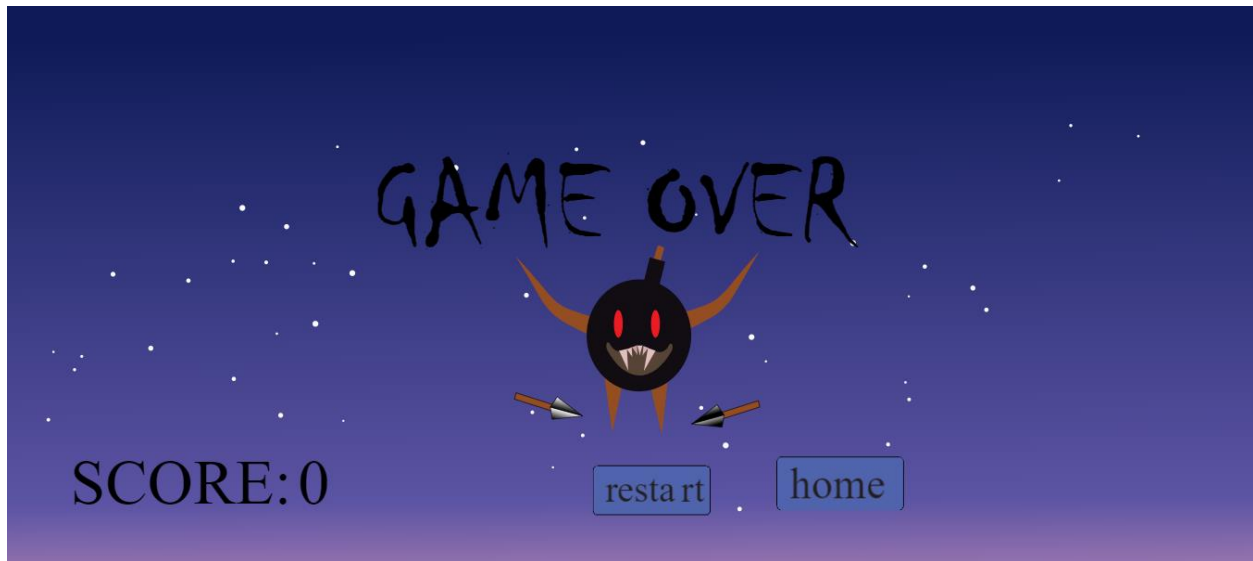
1. GAME SCREEN:



2. START SCREEN:



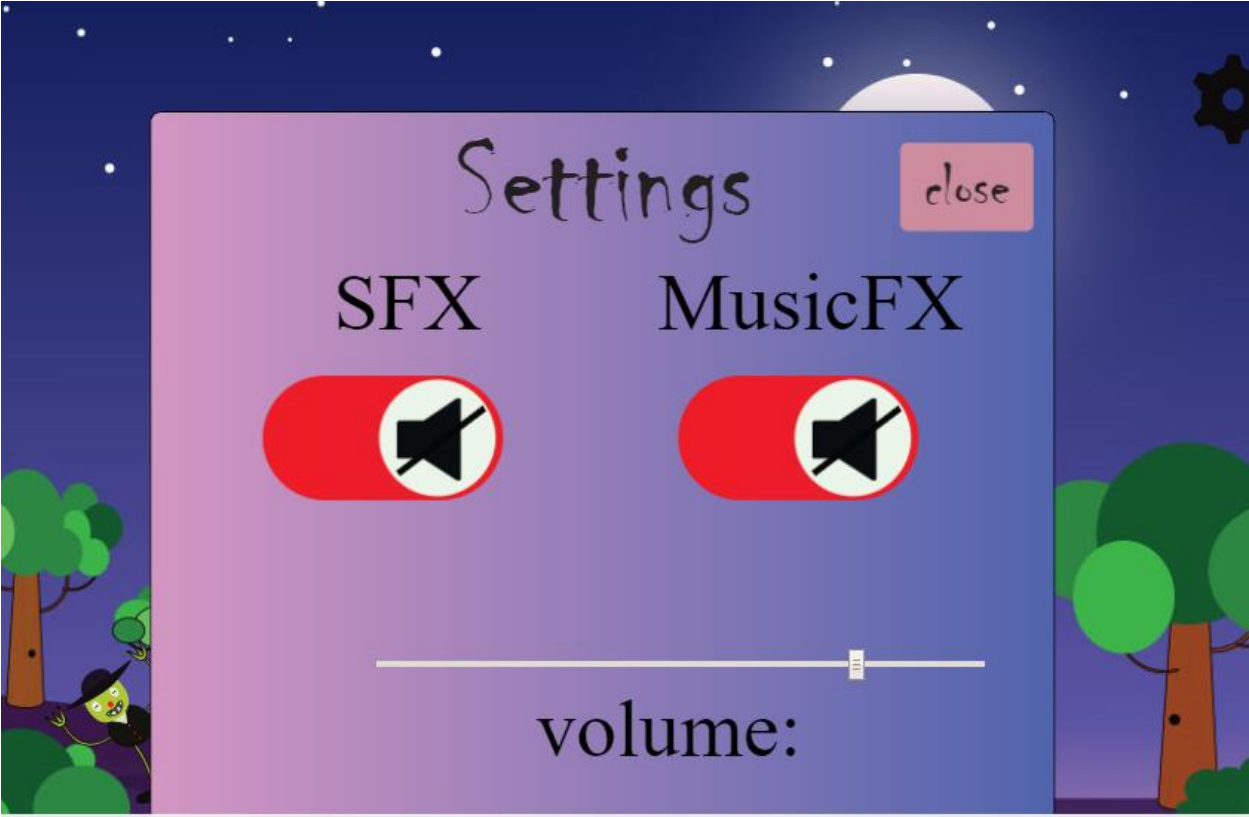
3. GAMEOVER SCREEN:



4. GAME COMPLETE SCREEN:



SETTINGS SCREEN:



LINK :

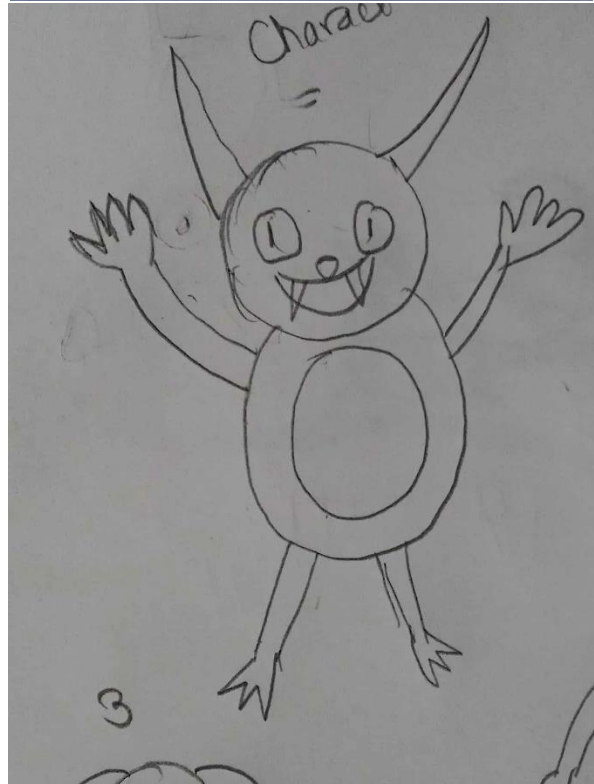
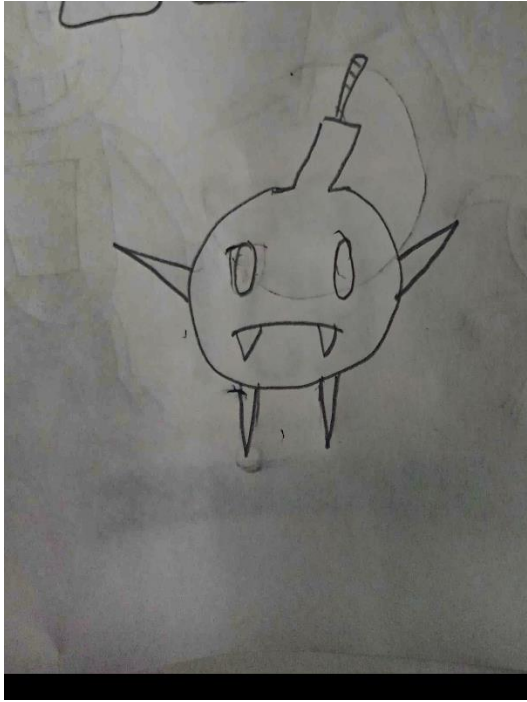
<https://nirajan128.github.io/MonsterHunt/>

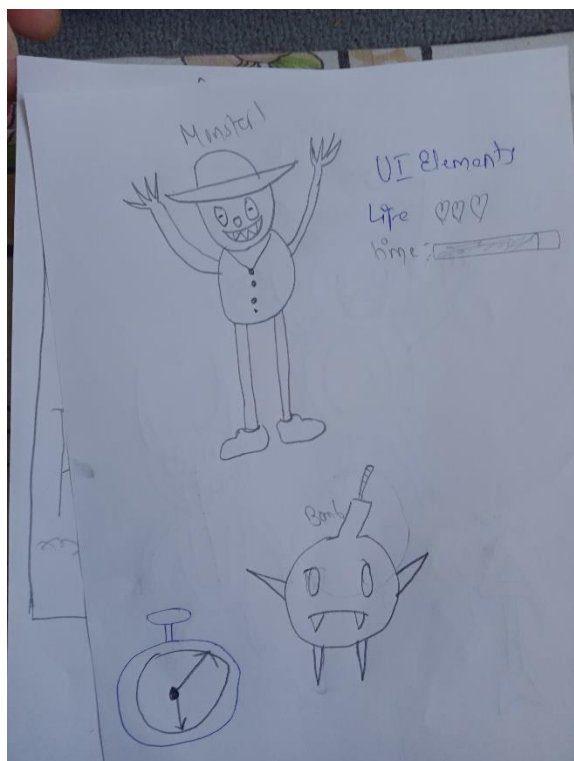
GAME IDEA: I wanted a game with dark theme where users can get points clicking something. I wasn't planning to make the monster as the clickable character at first, I was planning to make deer as the main character but a deer in a dark theme wouldn't fit so I decided to make the monsters the main character , as for the bomb(bad thing) , I decided to make it a bad object because most common games nowadays has bomb as a negative object.

I wanted the game to have a certain time limit after which the game gets completed and a game over part which happens after the player loses all three lives so I included time limit and life functions.

SKETCH OF THE GAME:

These are the sketches of the characters in my game and the background of my game including UI elements.





PAPER PROTOTYPE:

LINK: <https://drive.google.com/file/d/1XSN75TAn4t-UUNAI3S13jIA6JsfPQSqX/view>

ACTIVITY DIAGRAM:

LINK: <https://drive.google.com/file/d/1e4rS2JKm6EwHXis9QYyQvoGvCpiMLvp4/view>

STYLETILE:

Style tile:

Typography: CHILLER

Color Palettes:



UI Elements and Buttons:



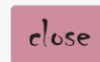
Life indicator



Time indicator



settings botton



close Button



sound buttons



buttons for start
game, restart
game and home
button

ASSET LIST:

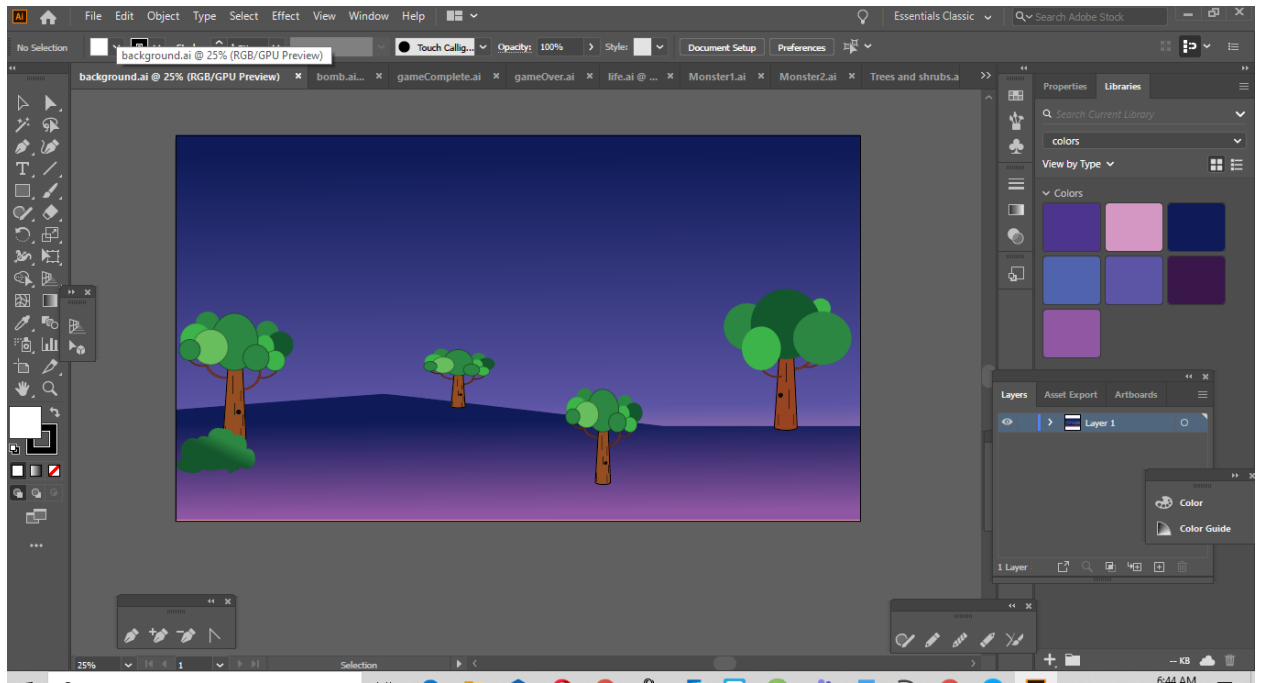
LINK: https://nirajan128.github.io/Activity_diagram/

STATE MACHINE DIAGRAM:

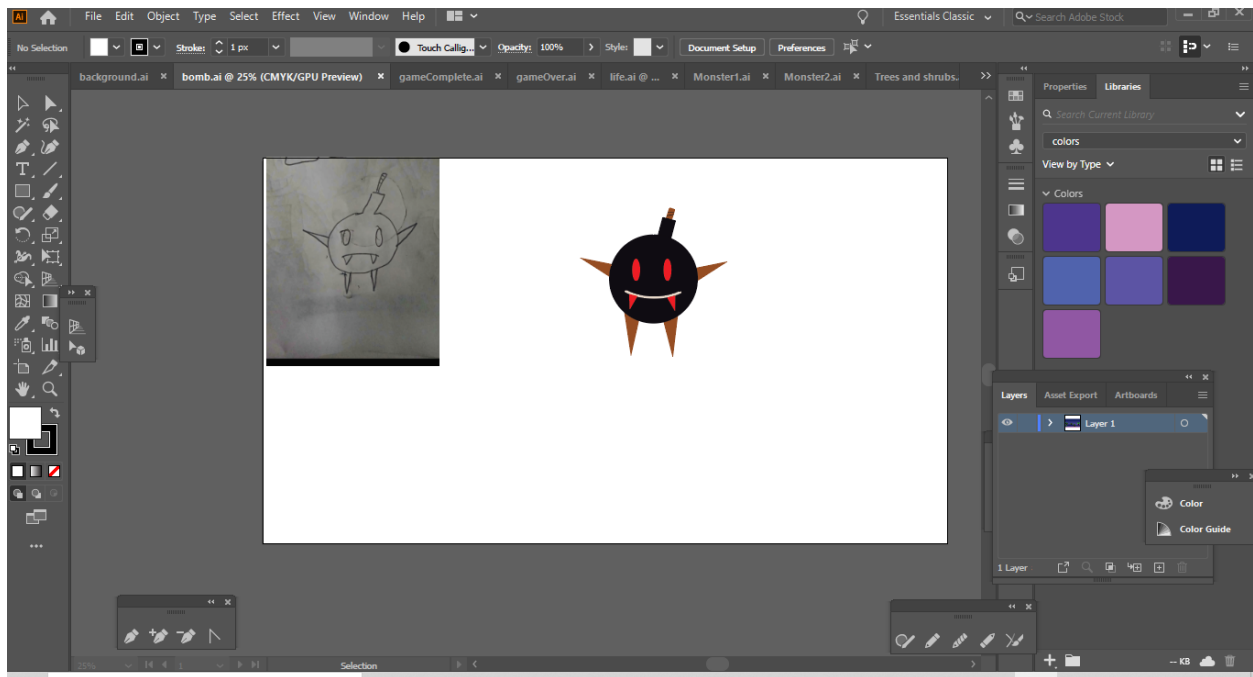
LINK: <https://drive.google.com/file/d/1TUej3wkmFpiCLVSIVk94g0yj5x0XZFi6/view>

WORK-IN-PROGRESS SCREESHOTS:

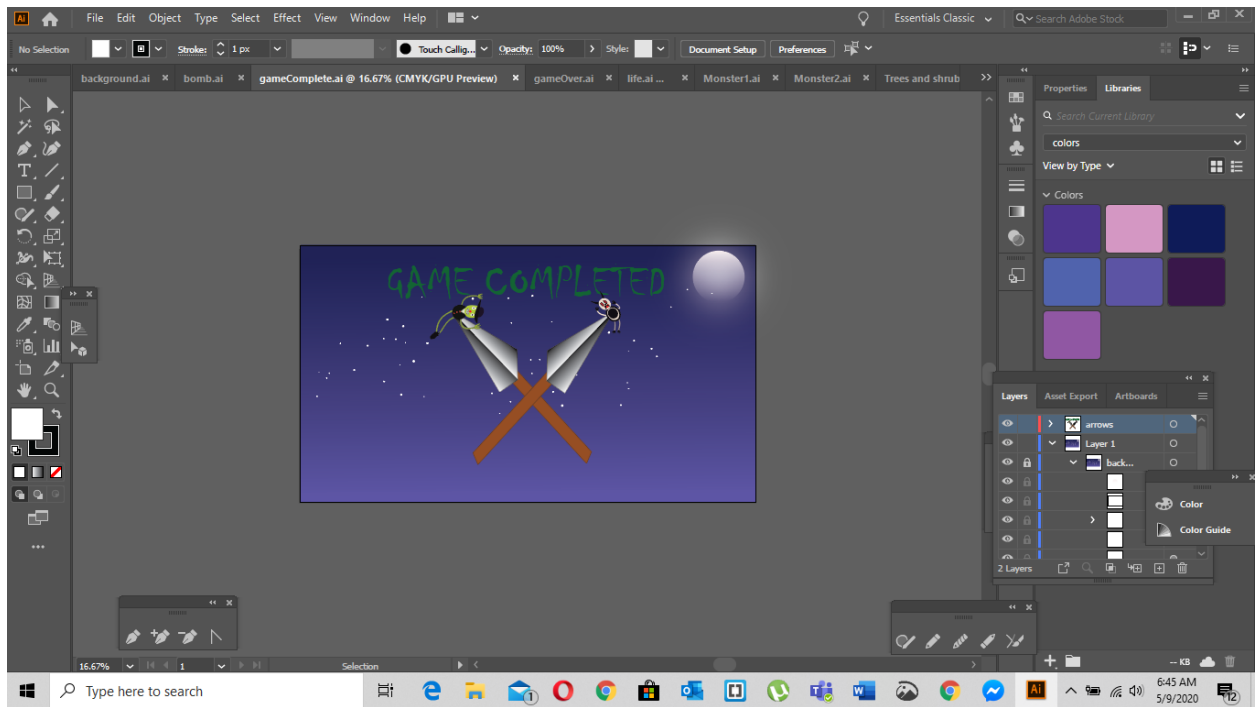
- **GAME BACKGROUND**



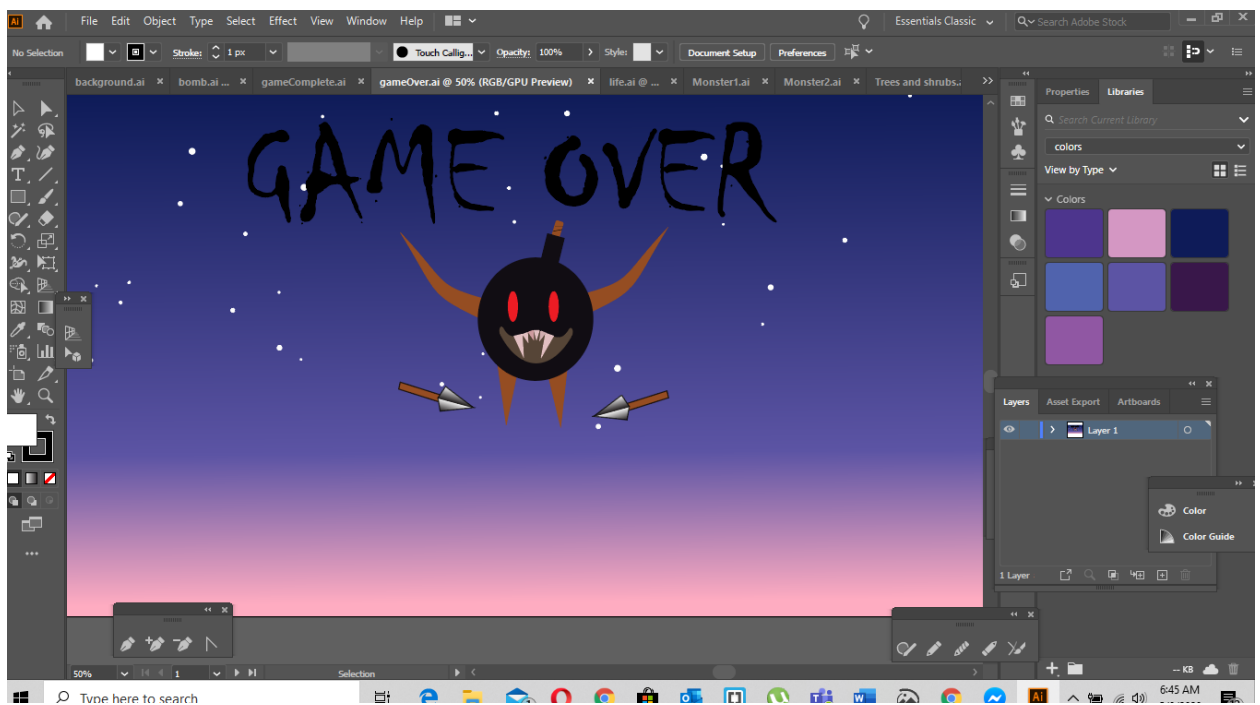
- **BOMB**



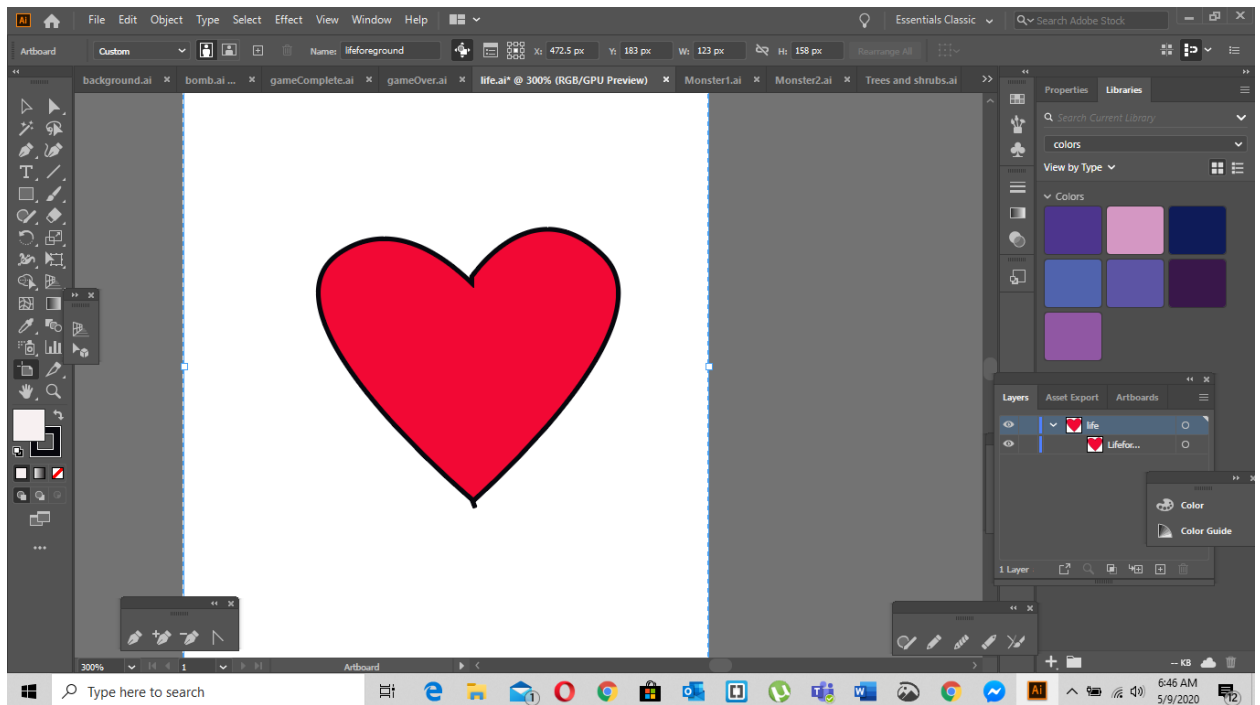
- **GAME COMPLETE**



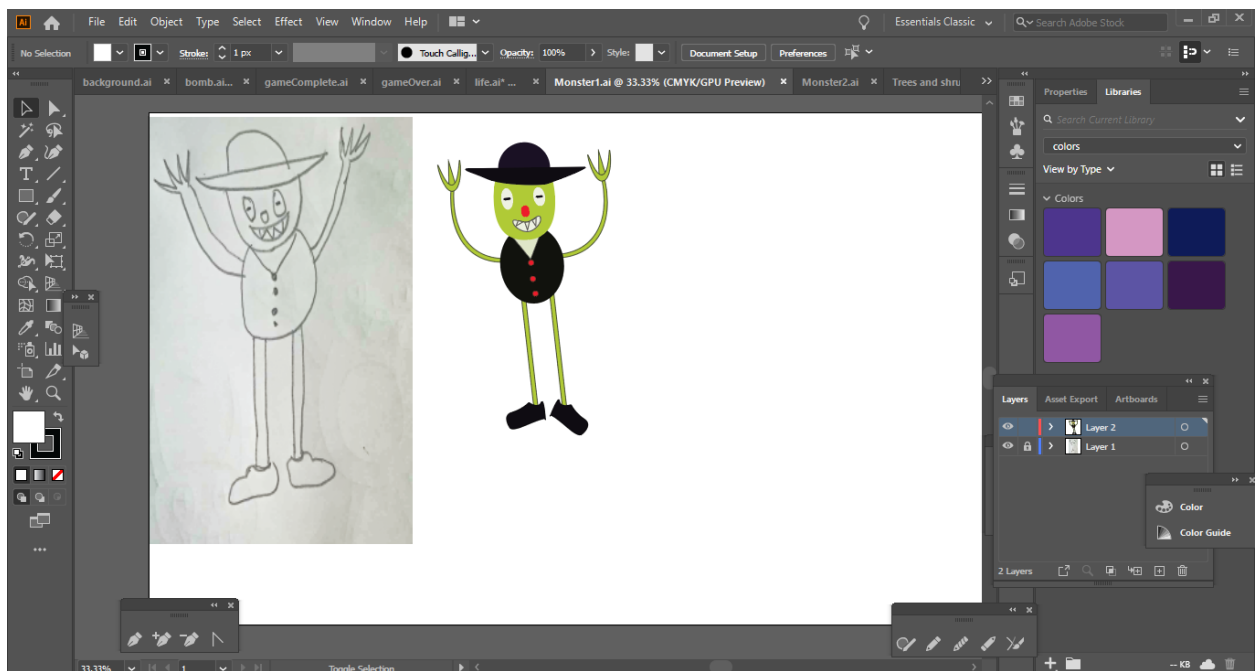
- **GAMEOVER**



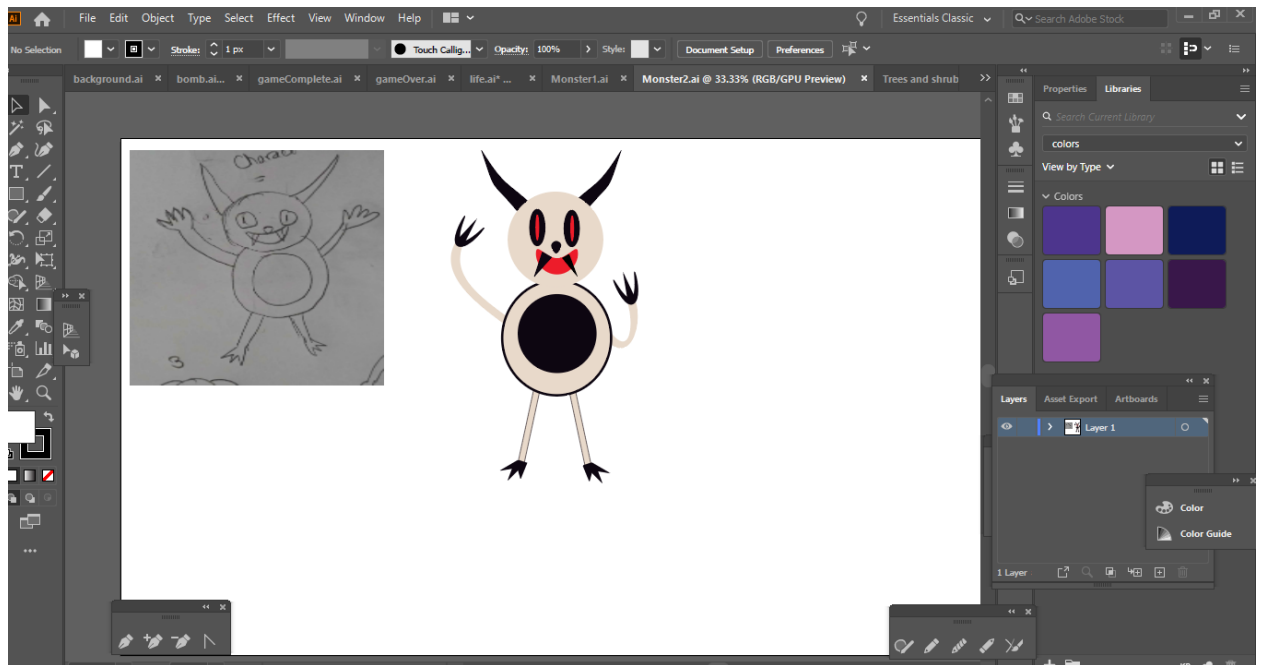
- **HEART**



- **MONSTER1**



- **MONSTER2**



- **TREES AND SHRUBS**

