The Rite of Dr. Adams

**Characters:**

* Russ – Tribal Chief
* Nick – Main dude
* Oliver – Gatekeeper of crazy leopard
* Dr. Adams – The man who lost his glasses

**Plot:**

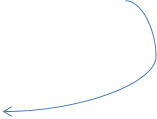
Nick is a young adult in the African Zulu tribe. In order to make his final transition from a child into an adult, he must complete one dangerous mission…

**Story flowchart:**

Orange = Gameplay

Green = video

3. Finds Dr. Adam’s glasses2. Makes way through jungle maze

1. Nick leaves village

6. Arrives at village, presents glasses to Dr. Adams

4. Runs into Oliver on way back, releases leopard

5. Kill leopard on way back



**Notes:**

* Game will follow 8-bit design
* Takes place in African jungle. The village will be a small clear amidst the thicket.
* Changed the item from Dr. Adams wrist guard to his glasses.
* Gameplay will mimic Super Mario Bros. perspective. Here is a sample game where you refresh on what the perspective/gameplay looks like: <http://www.pouetpu-games.com/BB3BT/Mario_flash.swf>.

Things to draw:

* Tribal chief
* Nick, the main character
* OliverGatekeeper
* Leopard
* Dr. Adams
* Generic person, representing the village members/other Computer Science students (:



* RussVillage background
* Forest background
* Gate for leopard



* Pedestal with glasses
* Nick

  Pedestal without glasses
* Glasses
* Generic teepee
* Some obstacles for on the way to the treasure
* Bricks for use in the maze