* insert game name *

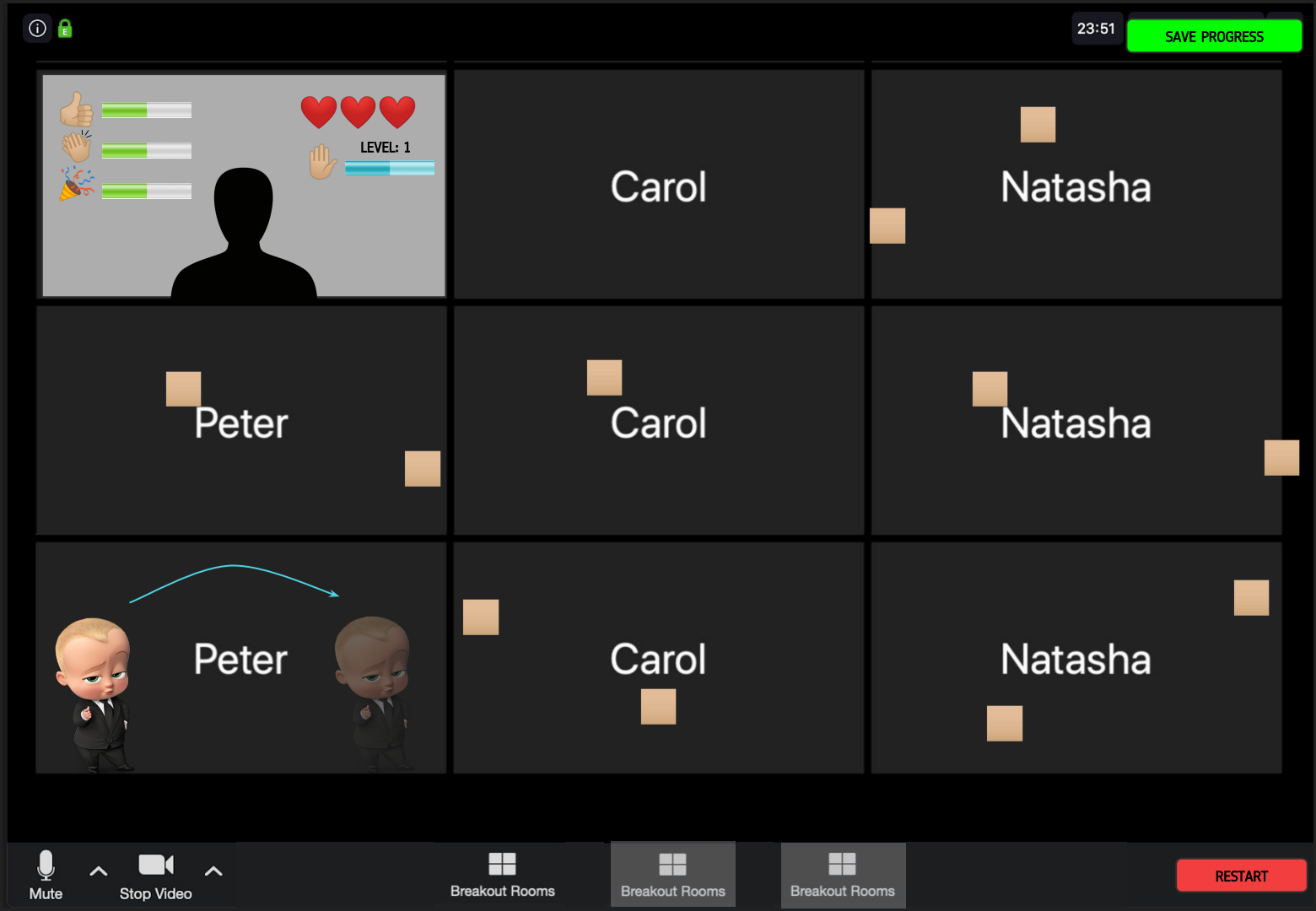
Aigerim + Priyamvada

Game Description

- Zoom themed
- Character collects scattered on-screen items (👍, 👋, 🎉) to enter mini games
- Each level comes with a mini game which can be played to earn *raised hands* (XP) and *hearts* (health indicator)
- Unlocks new levels using *raised hands*
- Protagonist dies from zoom fatigue if they run out of *hearts*

Main Features

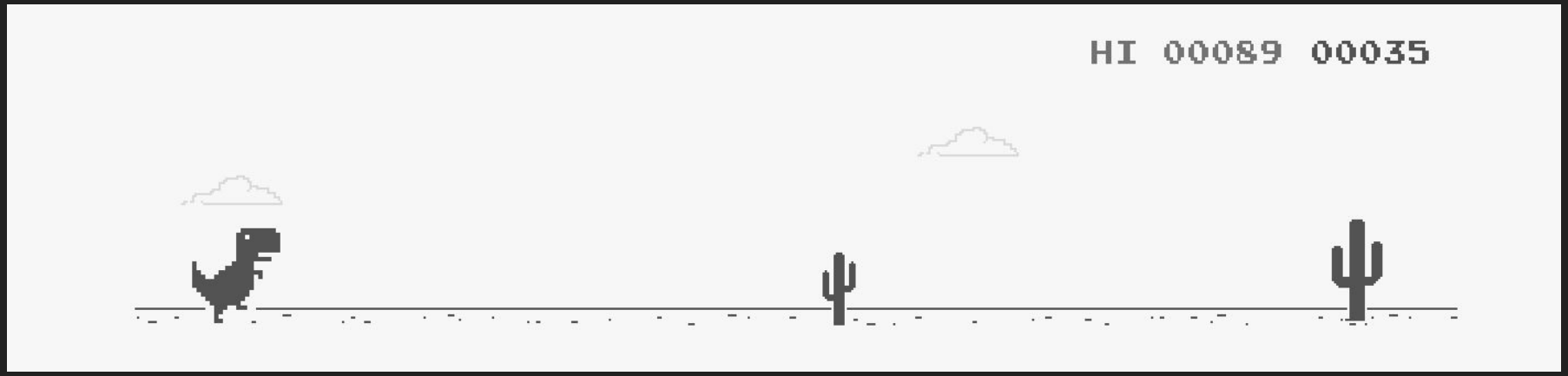
- Ability to choose one of the two sprites in the beginning of the game
- Ability to save the progress
- Ability to restart the game at any point
- Multiple levels and rights to brag upon completion of all of them
- Interactive graphic user interface
- Keyboard and mouse interactions throughout the game
- Sound effects accompanying *main screen* and *mini games*


23:51
SAVE PROGRESS
LEVEL: 1
Carol
Natasha
Peter
Carol
Natasha
Peter
Carol
Natasha
Mute
Stop Video
Breakout Rooms
Breakout Rooms
Breakout Rooms
RESTART

entered by collecting ▫ 👍's

mini-game #1: **Return to Campus**

inspired by Chrome Dino Run



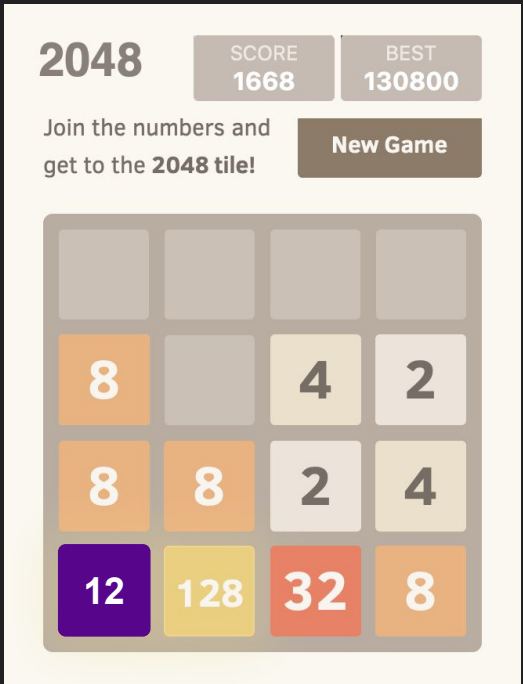
Objective: reach campus (*woohoo*!) by dodging the palm trees and aircrafts

WIN = 1 health (❤️) and 1 raised hand (✋🏽).
LOSS = -1 health

Controls & Gameplay: use the SPACE key to jump and ↓ to duck until you reach the finish line.

mini-game #2: **Let's Graduate**

inspired by 2048



Unlocked by collecting XXX raised hands.

Objective: graduate by earning the required credits (140).

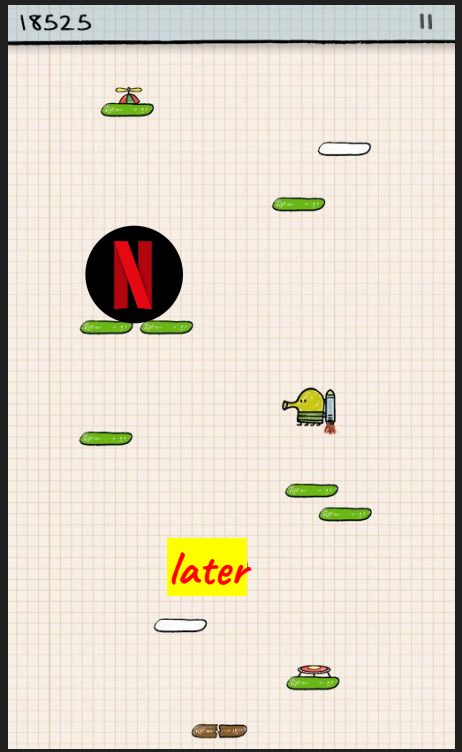
WIN = 1 health (❤️) and 1 raised hand (✋).
LOSS = -1 health

Controls & Gameplay:

- ❑ Use the ↑, ↓, ← and → arrow keys to slide tiles around (the entire board moves in this direction).
- ❑ Tiles of the same number combine to become a single tile of twice the value.
- ❑ Upon reaching 128, a special tile of 12 credits appears which must be combined with the 128 tile to graduate!

mini-game #3: **Get Work Done**

inspired by Doodle Jump



Unlocked by collecting XXX raised hands (contingent on unlocking mini-game #2).

Objective: Jump from platform to platform to finish your assignments.

WIN = 1 health (❤️) and 1 raised hand (✋🏽).
LOSS = -1 health

Controls & Gameplay:

- ❑ Use the mouse pointer to direct the character.
- ❑ Kill monsters by jumping on them.
- ❑ You fall down, you die. ☠️

Division of Tasks

- Main gameplay: equally divided
- [Mini-game #1] Return to Campus: equally divided
- [Mini-game #2] Let’s Graduate: Priyamvada
- [Mini-game #3] Get Work Done: Aigerim

Thank You!