Incendio, Aqua, Flora

Developed by:

Berdera, Alexander

Panaga, James

Peligrino, Jayrald

Fernandez, Rhen

CEIT – 37 – 503A

ITP313

December 15, 2023

Submitted to:

Mr. Reynaldo Alvez

PROJECT DESCRIPTION

Welcome to the mystical realm of Incendio, Aqua, Flora, a captivating and strategic game inspired by the timeless dynamics of rock, paper, scissors. Immerse yourself in a world where the elements of fire, water, and nature compete for supremacy. As you step into this game, you'll encounter not only the raw power of fire, water, and nature but also the delicate balance that governs their interactions. Think before you click, master the art of prediction, and outwit your opponents in this elemental battle for dominance.

CHARACTERS

- Incendio the fiery champion – represents the fire.
- Aqua the tide guardian – represents the water.
- Flora the verdant enchantress – represents the nature.

STORY

In the magical land of Incendio, Aqua, Flora, there was a unique tradition where three powerful beings—Incendio, Aqua, and Flora—engaged in friendly battles to maintain balance in their world.

Incendio, the fiery champion, loved to dance in the warmth of its flames. Aqua, the watery hero, loved to splash and play in crystal-clear streams. Flora, the nature guardian, cherished the blooming meadows and the gentle rustle of leaves.

But one day, a mischievous force disrupted their harmony. A magical artifact, the Elemental Keystone, appeared, causing a playful rift between the three elemental friends. They decided to settle their differences in a series of elemental battles inspired by a simple game they had heard about: Rock, Paper, Scissors.

Incendio, representing the power of fire, believed it could overcome Aqua's watery embrace. Aqua, in turn, thought it could extinguish Incendio's flames. Flora, with its nature magic, felt it could outgrow and overshadow both fire and water.

The elemental battles began, each being trying to outwit the others with their unique strengths. Fire flickered, water splashed, and nature flourished in a playful dance of strategy.

As they played, they discovered that each had its moment of victory and defeat, just like the classic game of Rock, Paper, Scissors. Laughter echoed through the mystical land as they realized that, in their playful rivalry, they were reinforcing the delicate balance of Incendio, Aqua, Flora.

Incendio, Aqua, Flora is a fun game and exciting story about making choices, battling friends, and saving the world. Can you be the hero that stops the disaster and brings peace to Incendio, Aqua, Flora? The answer is up to you!

THEME

The overarching theme of "Incendio, Aqua, Flora" revolves around the concept of Elemental Harmony. In a world where fire, water, and nature coexist, the narrative unfolds as a celebration of the delicate balance between these powerful forces. The theme of our game is more elemental and enough to show the power of elements.

STORY PROGRESSION

We have story but it has no progression because the gameplay is similar to rock, paper and scissors wherein the story above is just like a concept or theme of our game. That's the story at all and it has no progression or continuation.

GAMEPLAY

The gameplay is easy, just like rock, paper and scissor, we just changed it into fire, water and nature. Both players need to click the button of fire, water and plant and the result will reveal, the winner will get point.

CONTROLS

The controls are much easy, we just add three buttons for fire, water and nature (plant). The user needs to click the button to choose decision.

OBJECTIVES

The primary objective of the game is to strategically choose an elemental faction—Incendio (fire), Aqua (water), or Flora (nature/plant) to defeat opponents in a rock, paper, scissors inspired dynamic. Players aim to outsmart their opponents, use deep thinking, and, in the end, having luck on your side.

Battle System:

Incendio (Fire)

- Strong against Flora.
- Weak against Aqua
- Neutral against other fire opponent.

Aqua (Water)

- Strong against Incendio.
- Weak against Flora.
- Neutral against other water opponents.

Flora (Nature):

- Strong against Aqua.
- Weak against Incendio.
- Neutral against other nature opponents.

ART STYLE

The game art style is delightful and straightforward like a simple rock paper and scissor. Drawing inspiration from charming simplicity, the visuals aim to create an accessible and enjoyable experience for players.

The visuals boast a clean and clear design, with uncomplicated shapes and easily recognizable elements. This simplicity ensures that players can quickly understand and engage with the game's world.

A vibrant and lively color infuses the game with energy. Each elemental Incendio, Aqua, and Flora is distinguished by its own set of bright and friendly colors, creating a visually appealing and easily distinguishable environment.

The user interface (UI) maintains the theme of simplicity, offering an uncluttered and user-friendly design. Icons and menus are intuitive, ensuring that players can navigate the game effortlessly.

MUSIC AND SOUNDS

We don't have music and sounds

BACKGROUND MUSIC

We don't have any background music

TECHNICAL DESCRIPTION

The Incendio, Aqua, Flora game is a simple 2D game developed using the Pygame library in Python. It features a graphical user interface (GUI) with buttons representing the

player's choices ("Fire," "Water," and "Nature") and displays the game outcomes based on the player's selection and a random computer choice. The game includes scoring functionality, a basic event loop, and graphical elements such as background images and icons.

LIST OF FEATURES

1. Player interaction, buttons for "Fire," "Water," and "Plant" enable player interaction through mouse clicks. (The game responds to player choices and updates the display accordingly.)
2. Computer opponent, the computer randomly selects one of the three options too. (The chosen option is displayed on the screen.)
3. Scoring System, scores are updated based on the outcomes of player/computer matchups.
4. Still looping, the loop runs until the player chooses to exit the game.
5. Exit condition, the game provides a condition to exit.

CHOICE OF GAME ENGINE

The game is developed using the Pygame library for Python.

HIGH-LEVEL DIAGRAMS:

Game Loop: Until the game don't want to exit.

Elif: if the user wants to pick of those three choices

Object Interactions: Diagram showcasing interactions competitive for fire, water nature elements.

DETAILS ABOUT 3D OBJECTS, TERRAIN, SCENES

The game is a simple implementation of a Rock, Paper, Scissors game using the Pygame library in Python. The game has a graphical user interface (GUI) with buttons for the player to choose between "Fire," "Water," and "Nature." The game includes background images, buttons, and images representing the player's and computer's choices.

However, the code does not involve 3D objects, terrain, or complex scenes. It operates in a 2D space and relies on loading and displaying 2D images for the game elements.

USE OF PHYSICS ENGINE

Pygame handles basic physics for object movements and collisions.

AUDIO AND VISUAL DETAILS AND SPECIFICATIONS

Screen resolution: 800x600 pixels.

Pixel sizes for characters and objects.

Sound formats: MP3.

NETWORKING:

No networking features are implemented.

DELIVERY PLATFORM & HARDWARE/SOFTWARE REQUIREMENTS

Platform: Windows.

Hardware: Standard PC hardware or Standard mobile phone.

Software: Python, Pygame library.

MARKETING AND FUNDING

Target Audience: For kids, teenagers, adults and for someone who really like elemental games.

Marketing Strategies: Social media promotion, share engaging content, such as gameplay snippets, development updates, and interactive posts related to this game.

Funding: Self-funded or crowdfunding options.