DANIEL GAMES CORPORATION

Find the Treasure

Impress.js web game

Version 2.0

Zhe Yan 300706310

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Table of Contents

Version History

- Version 1.0: theDragon template game;
  https://github.com/tsiliopoulos/theDragon

- Version 2.0 : Find the Treasure web game;
  https://github.com/yanzhe19/FindTheTreasure

  The following diagram shows the version control using GitHub.

Commits on Jan 29, 2015

Update README.md
yanzhe19 authored 6 hours ago

style changed and add internal documentations
yanzhe19 authored 10 hours ago

Commits on Jan 26, 2015

position corrected
yanzhe19 authored 3 days ago

position modified, further modification needed
yanzhe19 authored 3 days ago

Add Structure for forest side
yanzhe19 authored 3 days ago

first slider finished
yanzhe19 authored 3 days ago

initial commit and folder structure modified
yanzhe19 authored 3 days ago

Commits on Jan 13, 2015

Merge pull request #1 from tsiliopoulos/master ⋯
yanzhe19 authored 17 days ago

Game Design

I. Game Overview

*The goal of this game is to find the treasure in specific area.   There are 8 outcomes in total and only one result is positive. All the other 7 outcomes are lose. There are some settings in this game. For example, user need to select from different options like mountain, forest, creek, bird nest and so on. The only win strategy is **Forest → Center of Forest → Dig the Ground.***

II. Detailed Game Description
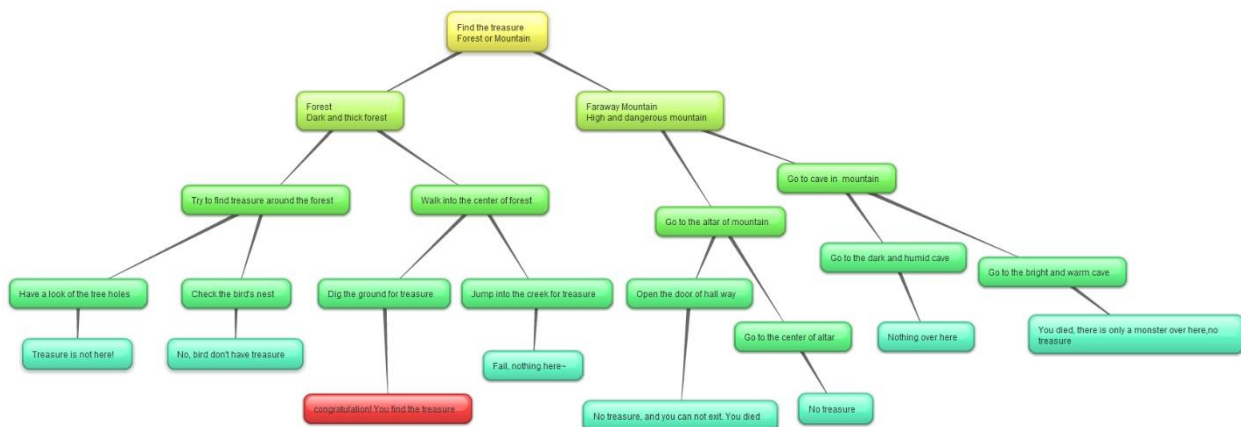
*As we can see from the diagram above. The introduction page will ask player to select **Forest** or **Mountain**.*

*If select Forest in the first node. Then player need to choose **stay around the forest** or **walk inside the forest**. If choose stay around the forest, then player will be asked to look the **tree hole** or **birds nest**. Result of select tree hole is **no treasure.** Result for birds nest is also **no treasure**. If player choose walk into forest, they need to decide **dig the ground** or **jump into creek**. Did the ground is the only **win result** in this game, and jump into creek will **fail**.*

*If select Mountain in the first node. Player can choose go to **altar** or **cave**. In altar, two options are available: **open the hall way's door** or **go to center of altar.** Both of those two options will **not find the treasure**. In Cave, player choose **dark cave** or **bright cave**. And also, both selection will **fail to find treasure**.*

III. Game Play Mechanics

This game is based on impress.js. So basically user select different options provided in each slide. And different selection will result in different options consequently. Treasure might hide in some places like cave, ground, bird nest, and creek and so on. Players make their own decision which way they want to go. So in total, we have 8 outcomes. 7 of that are lose and only 1 is win. After the third level selection, player will get the result. Whether they win or not. And they can go back to begin of the game to play again.

IV. Controls

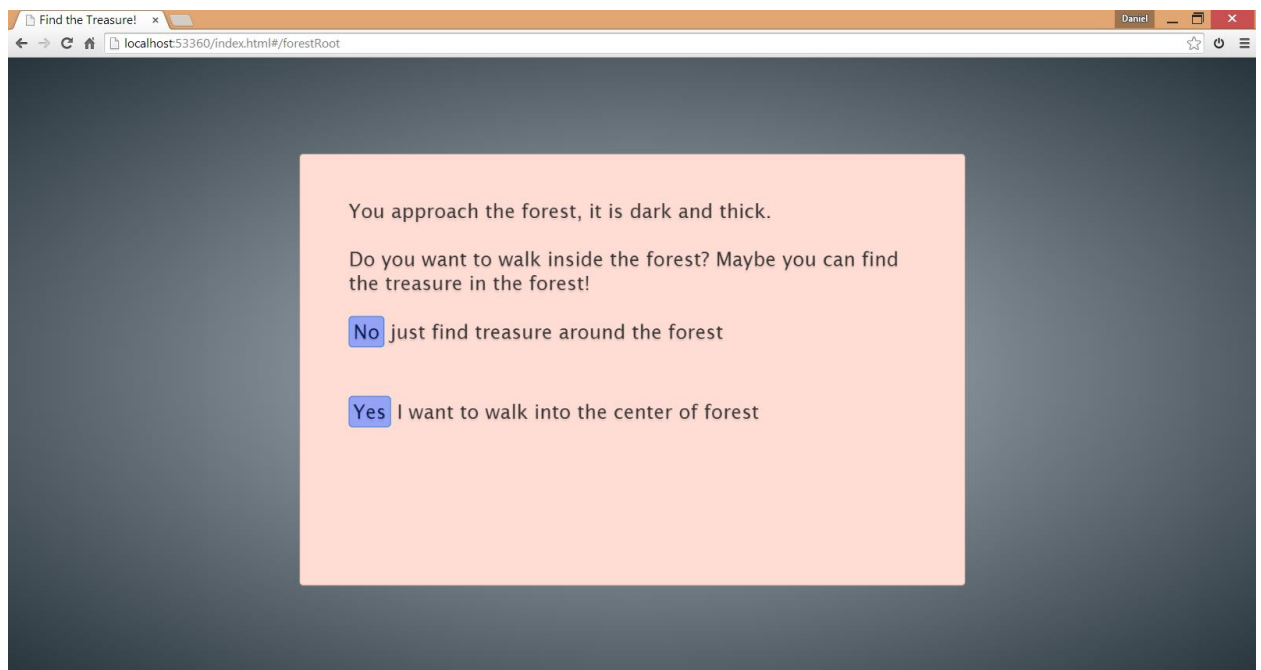*Player use mouse to click different options.*

V. Interface Sketch

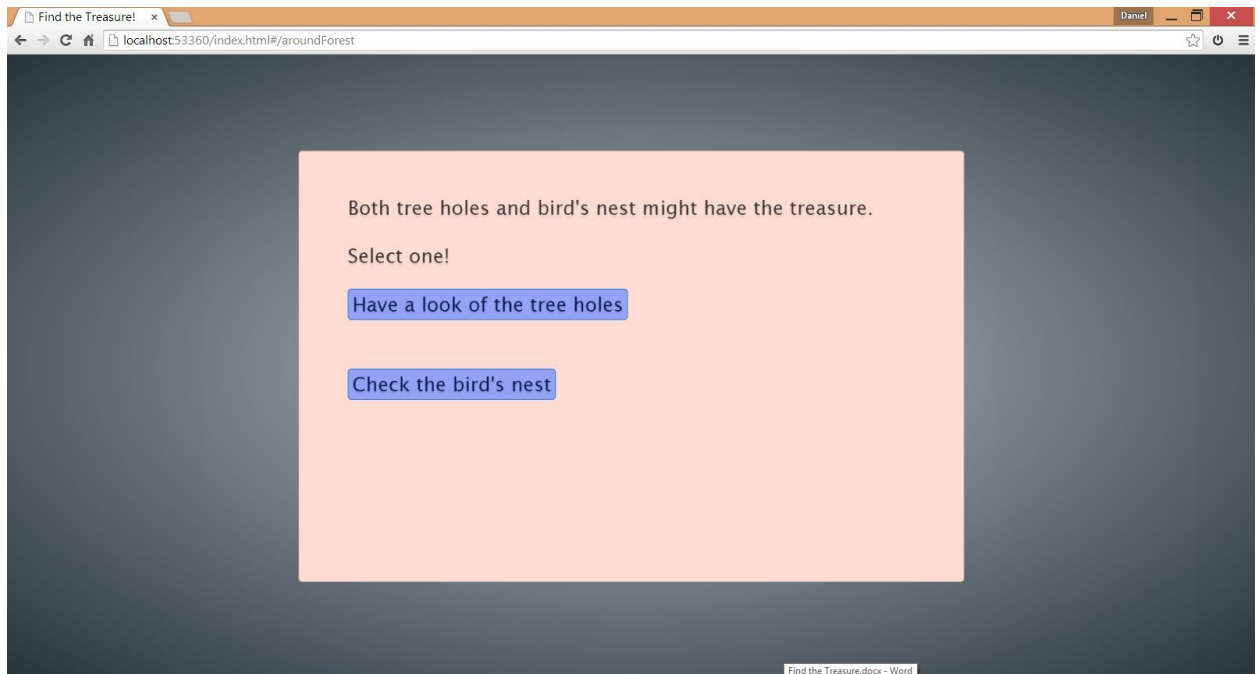*The following picture shows the 1st decision node; Player can select either forest or mountain.*
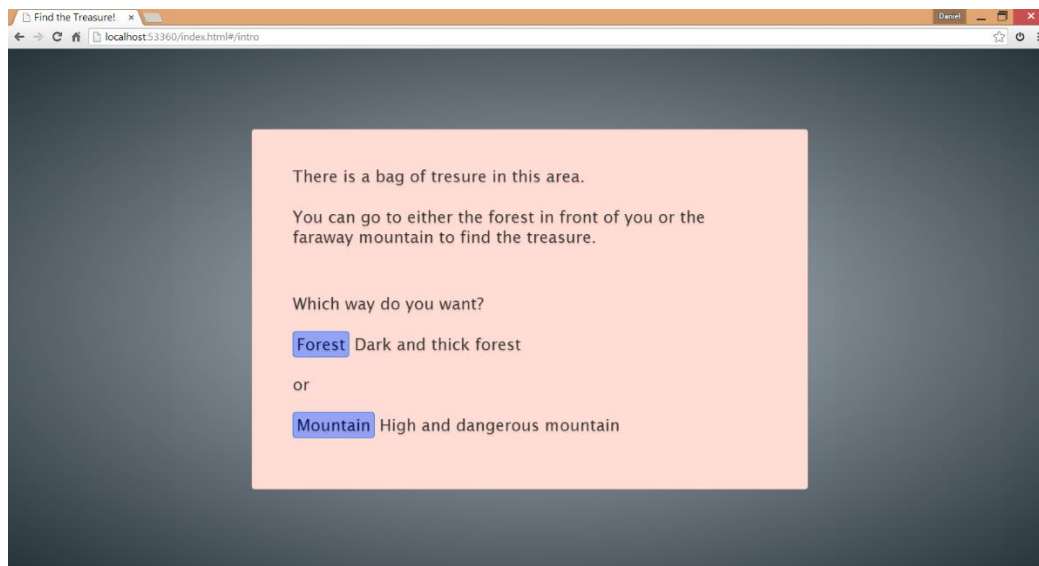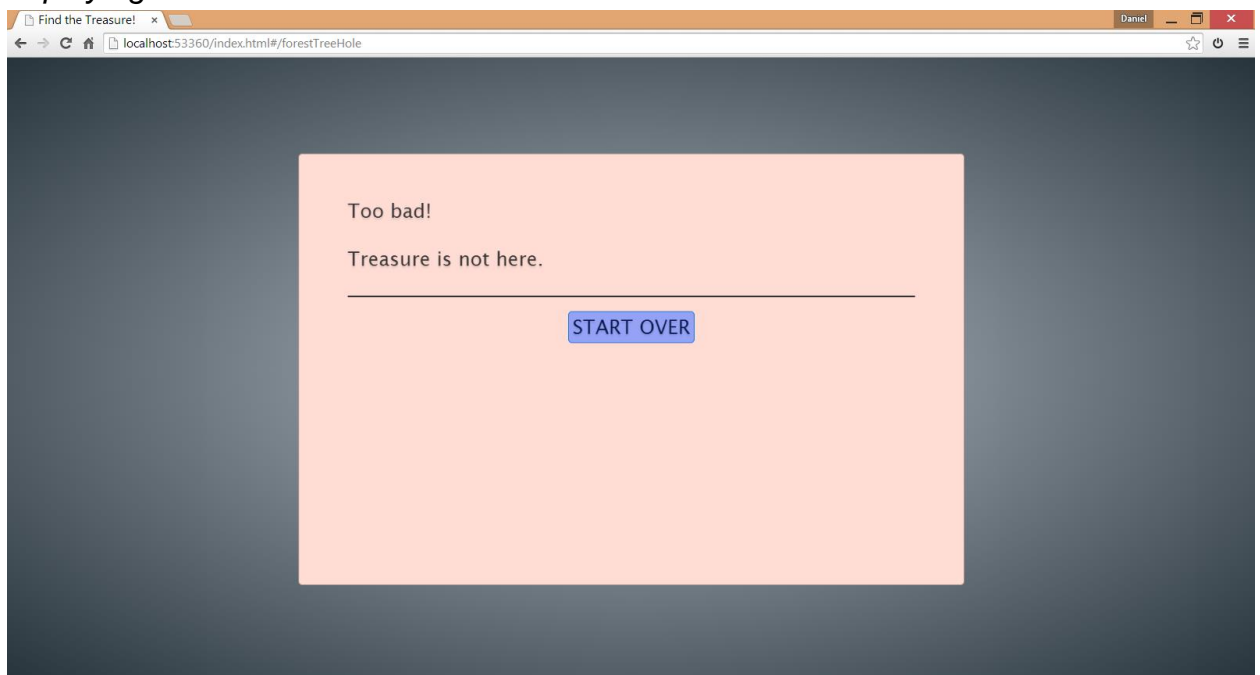

VI. Menu and Screen Descriptions

This screen shows the 2nd decision node, player have two options based on their selection in the 1st decision node.

This screen shows the 3ʳᵈ decision node, player have two options based on their selection in the 2ⁿᵈ decision node.

This screen shows the result, it is either win or lose. Player can click "Start Over" to play again.

VII.   Game World

Find treasure game assume that player are in a world which have a forest and a mountain. A bag of treasure is in either forest or mountain. Player try to find the treasure by making different decisions.

VIII.   Enemies

There is a monster in bright cave of mountain.