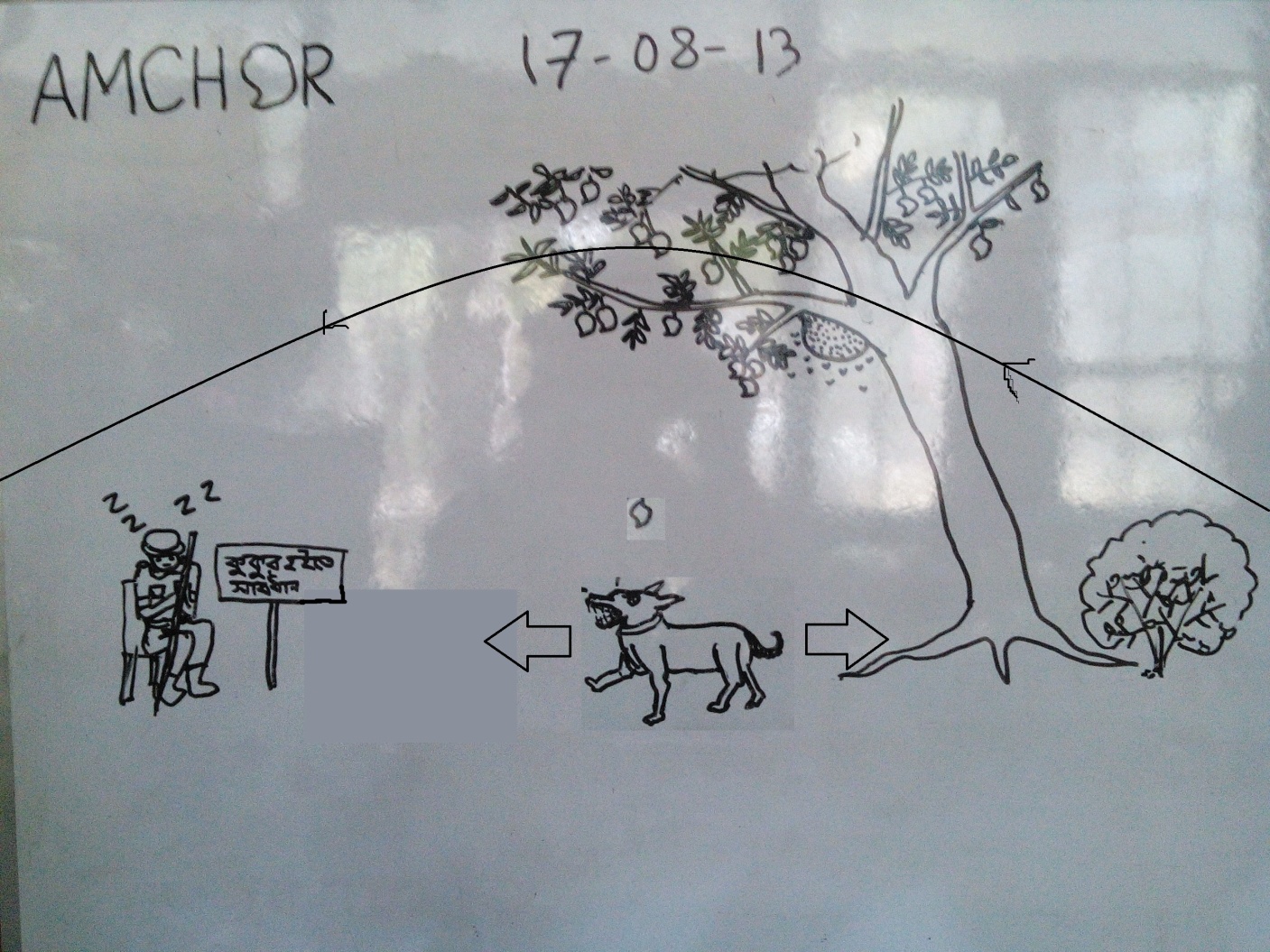
AMCHR

The idea for our term project is a game named “AMCHOR” (Mango Thief) where the player has to steal mango from another person’s mango orchard. The orchard is guarded by a dangerous dog, and a security guard, who is sleeping. The player hides behind a bush and throw stones in projectile to the ripe mangoes of the mango tree.



**SCORING and CHALLENGES:**

Initially the player has 3 lives. For hitting one mango player gets 10 points. For 5 mangoes, player gets a life. The level is completed by hitting all mangoes of the stage. The dog is walking under the tree; if a mango falls on the dog, the dog bites and the player looses a life. There are some bells hanging in the tree; if the stone hits the bell, the guard will be awake and the thief will lose one life.

**LEVELS:**

There are 3 levels in the game. After the first level there will be added green mangoes to the tree. Player has to avoid hitting the green mangoes. For hitting green mangoes player looses 5 points. In level 3, there will be a hive in the tree. Hitting the hive ends the game without any life. The number of dog, bell and green mangoes increases with every level.

**BONUS:**

With extra points the bush comes closer and makes it easier for the player to hit the mangoes.

**ADDITIONAL FEATURES:**

1. Top 10 scorers will be listed
2. Pause and restart option
3. Game can be saved and reloaded.

Makers of the game:

Md. Mahmudul Hasan

1205006

Shahed Neloy

1205048