PROJECT’S NAME: OLIVER’S RUN (GAME)

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Description:

WHERE THIS GAME BEGINS FROM: Little oliver has scored highest score in the international IQ test.The great underworld mastermind JIM MORIARTY wants to get him for doing his heinous jobs. So JIM has abducted him. But clever oliver wants to get escaped as soon as he can. He is finding for a chance. Luckily the gatekeeper has become affectionate to oliver for his intelligence and politeness. So the gatekeeper is helping oliver to get escaped. The gatekeeper has told all the works that oliver has to do to get escaped. So oliver is now RUNNING.

There will be 3 levels:

LEVEL 1: In level 1, there will be some blocks. The player has to pass the blocks by jumping. If the user touches any block while jumping, his lifeline will be decreased which was primarily set to 100%. There will also be some special blocks which will be supposed to fall upon him. The user will have to try to run in such a way so that the blocks don’t fall upon him. If any block falls upon him, lifeline will be decreased. There will also be some bullets coming from above. If the user is shot, lifeline will be decreased. There will also be some checkpoints. If the user passes a checkpoint, his speed will be increased that will make the game more difficult for him. If his lifeline ends, he can start with the last passed checkpoint or he can restart from the beginning-which can be done only 5 times. Afterwards, if lifeline ends, oliver dies and game ends. There will be some scopes for increasing his points which was primarily set to 0. If the score reaches a certain limit, his lifeline will be increased. There will also be special scopes which will increase his lifeline if he can get those. Level 1 finishes after arriving at first rest house successfully.

LEVEL 2: In level 2, there will be several square grids. In each grid, there will be some pairs of points. Each pair of points will be of different color. User will have to connect those pair of points in a certain timelimit and in such a way that user travels each cell of the grid for exactly once and no two connections of pair of points cross each other. By completing level 2, oliver reaches second rest house.

LEVEL 3: In level 3, there will an oscillating star full of chocolates. User will have to hit the star in such a way that a certain number of chocolates fall in a certain timelimit. The number of hits will also be limited.

After reaching the last rest house on the completion of level 3, oliver at last gets escaped.

Common features for all the levels:

1. The user can anytime quit. If he wants he can save the current position. While restarting if the user wants that position, he has just to press ‘continue’ or he can start a new game.
2. The game can anytime be paused (and afterwards resumed when the user wishes).
3. There will be a hall of fame where the highest scorers & their scores will be saved and showed.