

**Hirah M Aurangzeb**

**Level 3 UAL Creative Media and Games Design**

**Dino Strike**

**Genre- Adventure**

**Target audience – young Teenagers**

**Gender- All**

**Age- 9 and over**

**General game idea-**

*It'll be a one-player game. It will take place at night in a museum. The goal of the game is to find all the dinosaur bones and rebuild the dinosaur sculpture before the dinosaur's ghost kills you. The player will be able to pick between various levels of difficulty. The building will also include several rooms and stories. The player will also be given a time limit, which will be determined by the level of difficulty they select. Backstory: The character works the nightshift alone at a museum. There will be halls with the typical exhibits seen in museums, such as ancient artefacts.*

**Key Game mechanics-**

*By walking on the power ups that will be on the floor, the player can gain speed and health. When the dinosaur attacks, the player will lose health. When the player wins, they will be rewarded with money, which they can use to stall the dinosaur and add extra time, as the player will have a time restriction. The dinosaur will be replaced on stage 2 by a mummy who has escaped from her case. The player must locate all the mummy's clothes before it can take them. The mummy will be faster than the dinosaur and will deal more damage with its assault.*

*The time limit will also be reduced from that set-in level 1. In level 3, there will be a Viking on a horse throwing arrows, and the player must find bits of the Viking's shield as well as the horse's bones. The Viking will be able to shoot from afar. The lights are turned on for a short period of time, but then the power goes off, forcing the player to return to the security guard's room to obtain a torch. There will also be more batteries for the player to use when the torch's batteries run out. There will also be CCTV cameras in the room that the player can utilize to see where the dinosaur is.*

*The player will spawn in the security room and be given a torch to use if the power goes out, suggesting that something is wrong. The first level will be created while the game is being created, and the other levels will be added when the game is updated in the future, but they will not be created during the game's creation because they will not be required. When the player picks up the dinosaur bone, an audio of distant and close dinosaur roars will play every time the action occurs, as will an audio of the dinosaur's ghost being near the player. The game will be designed in 3D. Because it will be nighttime and there will be a thunderstorm outside, the sound of that will also be played. There will also be background*

*music to add suspense to the scene, but it will not overshadow or drown out the thunderstorm sounds in any way.*