Dino strike

Genre-Adventure

Target Audience- 13+

Gender-All Genders

General Game Idea- Adventurous and Fun

It will be a single player game. It will be set in a museum at night. The aim of the game is to find all the dinosaur bones to build back the dinosaur sculpture before the ghost of the dinosaur kills you. There will be different levels of difficulty that the player could choose from. There will also be multiple rooms and stories of the building. The player will also have a time limit which will depend on the level of difficulty they have chosen. Character backstory-is a working the nightshift at a museum alone. There will be rooms which will have the usual stuff that you would see in a museum such as ancient artefacts.

Key Game mechanics-

The player can get power ups such as speed and health by stepping on the power ups that will be on the floor. The player will lose health when the dinosaur attacks them. The player will get rewarded coins for when they win which they can use to stall the dinosaur and add extra time as the player will have a time limit. In level 2 of the game the dinosaur will be replaced by a mummy who has gotten out of her case. The player has to find all of the mummy’s clothes before it gets them. The mummy will be faster than the dinosaur and its attack will do more damage.

The time limit will also decrease from the one given in level 1. In level 3 there will be a Viking on a horse who will be shooting arrows and the player will have to find pieces of the Vikings shield and the bones of the horse. The Viking will be able to shoot from a distance. The lights are on for a certain time but then the power goes off and the players is forced to go back to the security guard’s room to get a torch their will also be extras batteries there for the player that they will need when the torch runs out of batteries. There will also be CCTV in the room that the player could use to see where about the ghost of the dinosaur is.

The player will spawn in the security room and will be equipped with a torch that they can use once the power has gone out indicating something is wrong. The first level will be developed when making the game and the other levels will be included when the game is updated in the future but those levels will not be made during the games production as they will not be needed. When the player picks up the dinosaur bone there will be an audio playing each this time action occurs and there will also be an audio of distant and close dinosaur roars which will sound every time the ghost of the dinosaur is in proximity of the player. The game will be of 3D design. Since it will be night time and a thunderstorm outside the sound of that will also be playing. There will also be background music to add some tension to the atmosphere but the background music will not overpower or drown out the sounds of the thunder storm in any way.