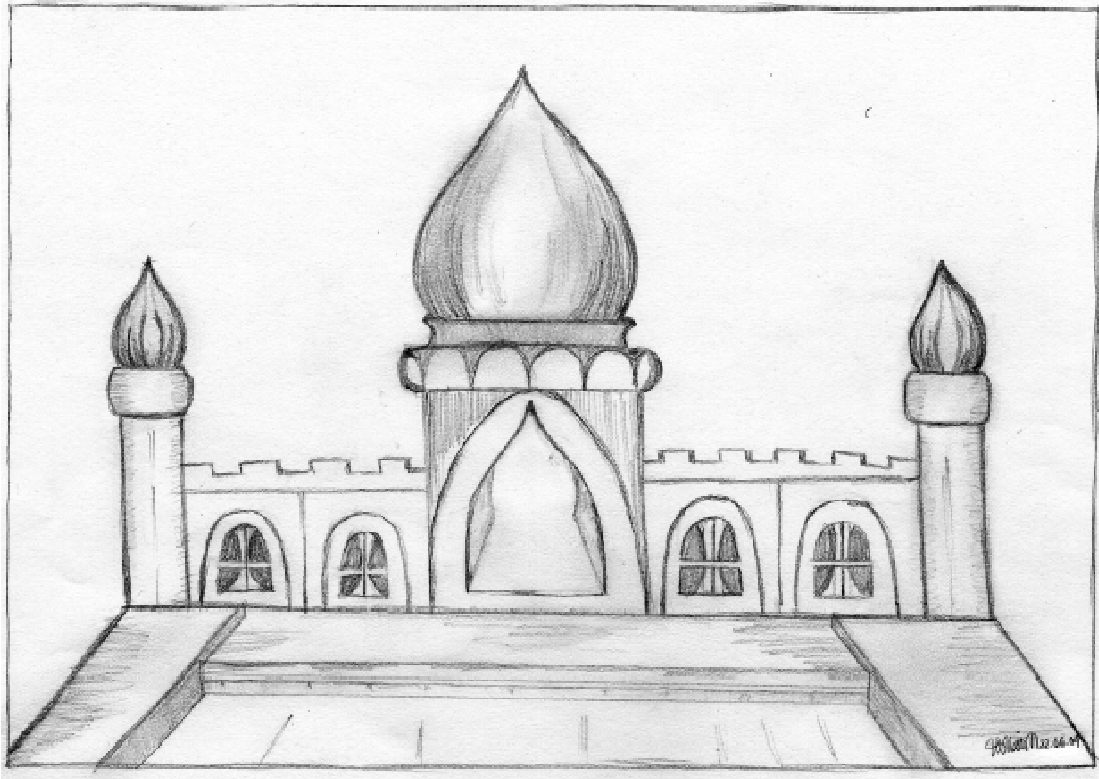# Game Design Concept

Submitted by: Wendy Ann Mansilla

Castle of Sulaiman

Genre:
Adventure Game

Requirements:
Dice (may be triggered by shaker or may also be manual)
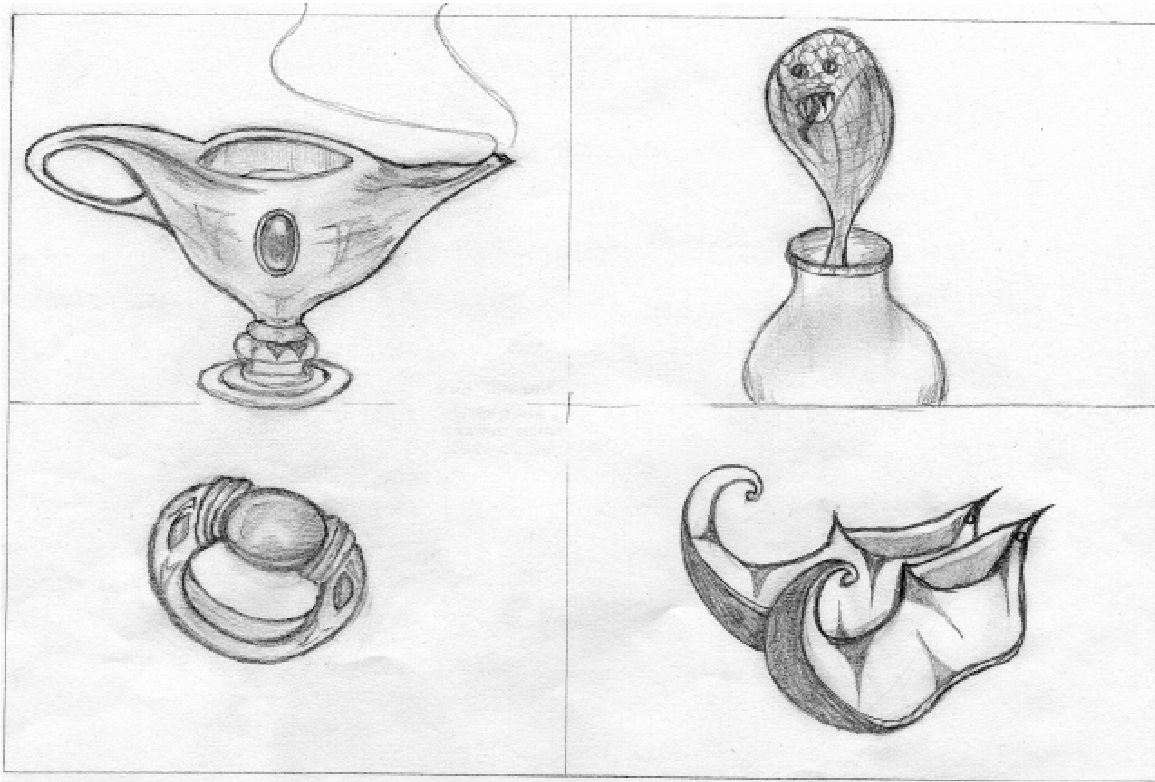Timer (Must be controlled in the first level, programmed, triggered using a switch)

Number of Players: 2 to 6

Artifacts: (Randomised)

Lamp of Aladdin (4 items)
Ring of Sulaiman (2)

Ring of Aladin (2)
Snakes of Djinn (6)
Shoes of Sinhbad (2)
Shoes of Aladin (2)
Camel (2)
Horses (2)
Jewel (2)
Brass Man (2)
Book (8)
Sword of Sulaiman (2)

Who gets the first turn:

The players has to roll the dice, the highest number will get the first turn, in decending order.

Level 1: Artifact Collection

Mechanics:

Artifact Collection can be done in a projected wall where the artifacts are collected, represented by a ball, moving, by gravitational force to the artifact box. There are two bins where the artifacts can go after the free fall - one is the travel bin and another is the rubbish bin. The objective is for the player to collect as much artifacts in the travel bin within 30 secs or as appropriate. All object collected in the travel bin will serve as an initial power of the player to advance in the game.

Navigation:

Requires 3 Slider or Joystick

Display or GUI:

It can be a physical object, balls falling down from a box, and the obstacles can be operated by the slider or joystick to block the balls or point it to the right direction.

Level 2: Inside the Castle of Sulaiman

Mechanics:

Inside the castle are puzzles and turns. The main objective is to reach the forth location, the "mountain or door of Sinhbad" to get the keys to the room of facts.

There are obstacle locations that the player may possibly undergo:
Obstacle 1. The desert
Obstacle 2. The castle of Sulaiman
Obstacle 3. The dark castle
Obstacle 4. Mountain/door of Sinhbad
Obstacle 5. Market of Badgdad
Obstacle 6. The forest

The dice has to be rolled, each number in the dice corresponds to each obstacle locations.

Obstacle 1. The desert is the sacrifice journey place. You have to leave your travel belongings so as not to lose two turns. If you have the brass man with you, you are spared from the losing turn.
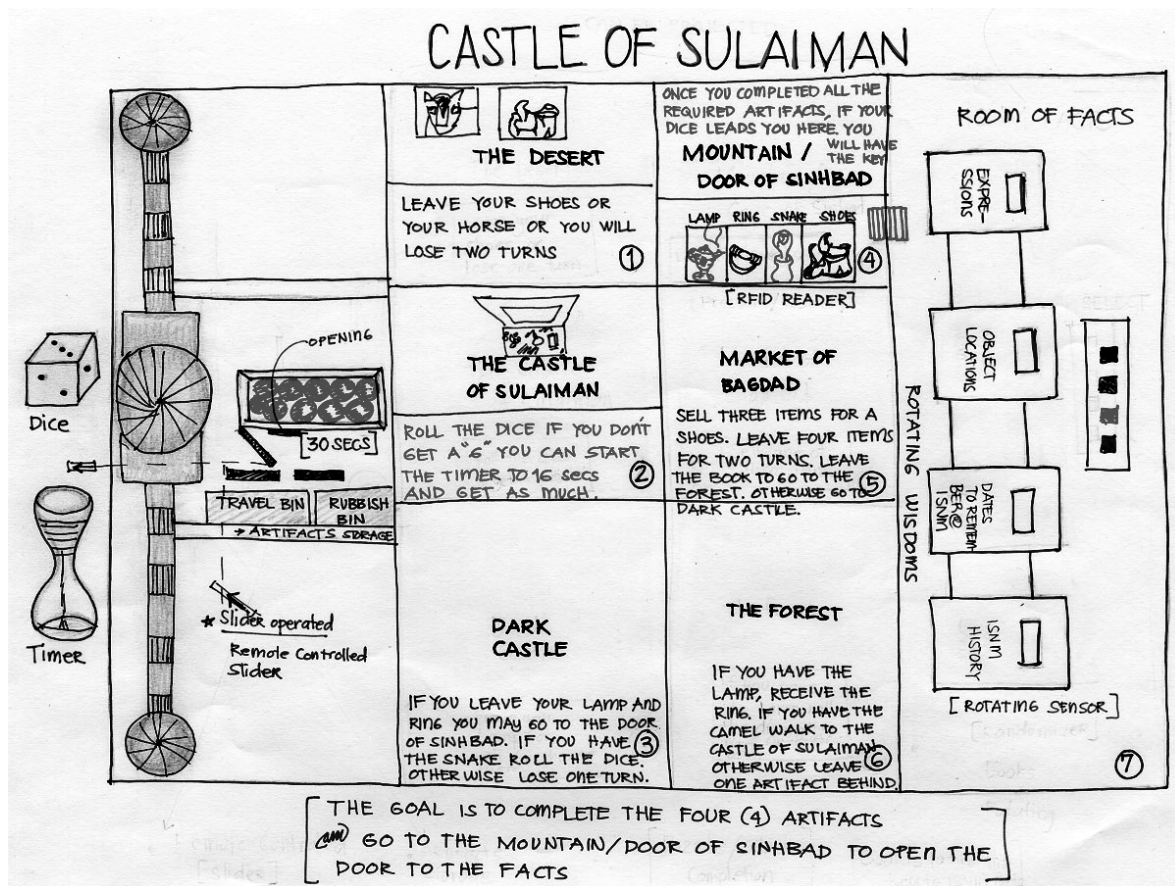
Obstacle 2. The castle of Sulaiman is a treasure place. If your dice was not rolled to 6, You can go back to level 1 and collect artifacts for 16 secs.

Obstacle 3. The dark castle is where the djinns are living. They are interested to get the lamp and the ring in exchange for that you may go the mountain or door of Sinhbad. If you have the snake with you, your spells will be forgiven otherwise lose one turn. the sword of Sulaiman will give you the lamp.

Obstacle 4. Mountain/door of Sinhbad are the key to opening the room of facts, if you have the complete artifacts, the lamp, the ring, the snake and the shoes, you may get the key in exchange.

Obstacle 5. Market of Badgdad is the place where you can trade the artifacts that you don't need for the valuable artifacts such as shoes, or leave four items in exchange for two turns. If you have the book, it is possible to go to the forest where you may collect the ring.

Obstacle 6. The forest is the source of energy. You may get the artifacts for free if you have the required artifacts. If you have the lamp you may receive the ring. If you have the camel, you may walk to the castle of Sulaiman and in the next turn, you may then go to the level one and collect artifacts. It can also take an object away from you before you are allowed to roll the dice if you don't have the required artifacts.

CASTLE OF SULAIMAN

THE DESERT

LEAVE YOUR SHOES OR YOUR HORSE OR YOU WILL LOSE TWO TURNS ①

ONCE YOU COMPLETED ALL THE REQUIRED ARTIFACTS, IF YOUR DICE LEADS YOU HERE, YOU WILL HAVE THE KEY

MOUNTAIN / DOOR OF SINHBAD

LAMP RING SNAKE SHOES ④

[RFID READER]

ROOM OF FACTS

EXPRESSIONS

OBJECT LOCATIONS

DATES TO REMEMBER @ ISNIM

ISNIM HISTORY

[ROTATING SENSOR]

Dice

Timer

OPENING

30 SECS

TRAVEL BIN   RUBBISH BIN
→ ARTIFACTS STORAGE

★ Slider operated
Remote Controlled Slider

THE CASTLE OF SULAIMAN

ROLL THE DICE IF YOU DON'T GET A "6" YOU CAN START THE TIMER TO 16 secs AND GET AS MUCH. ②

MARKET OF BAGDAD

SELL THREE ITEMS FOR A SHOES. LEAVE FOUR ITEMS FOR TWO TURNS. LEAVE THE BOOK TO GO TO THE FOREST. OTHERWISE GO TO DARK CASTLE. ⑤

ROTATING WISDOMS

DARK CASTLE

IF YOU LEAVE YOUR LAMP AND RING YOU MAY GO TO THE DOOR OF SINHBAD. IF YOU HAVE THE SNAKE ROLL THE DICE. OTHERWISE LOSE ONE TURN. ③

THE FOREST

IF YOU HAVE THE LAMP, RECEIVE THE RING. IF YOU HAVE THE CAMEL WALK TO THE CASTLE OF SULAIMAN OTHERWISE LEAVE ONE ARTIFACT BEHIND. ⑥

⑦

THE GOAL IS TO COMPLETE THE FOUR (4) ARTIFACTS AND GO TO THE MOUNTAIN/DOOR OF SINHBAD TO OPEN THE DOOR TO THE FACTS

Navigation.

The artifacts will be placed to the right spot, read by the RFID reader. Each locations requires one RFID reader that will allow the player to roll the dice or receive an artifact (mana).

Display/GUI

Refer to the figure below showing the GUI design. Each locations will be physically designed with painted backgound or projections. On the upper corner of the locations/obstacles, there will be a place for reading the artifacts, and this will trigger to release artifacts that you can receive or allow you to roll the dice or not. A beep sound will be received if your item is not valid.

Level 3: Room of facts

This area will facilitate sharing of information inside the campus. It is rotated by the sensor, pressing the button by pressure will rotate the book of wisdom and will stop based on the pressure. The user will be given a 1 question from the book that stoped on the top, and will given multiple choices. Pressing the button will trigger the answer. For every wrong answers, the player has to wait for his turn.

Display/GUI

Pressure sensor and rotating sensor for randomising the book after the pressure was triggered, and switch or slider for the answer selection.