

Title: Aladdin's Adventure

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Section 1 – Analysis

Video Game Narrative

The target audience for our game “Aladdin’s Adventure” is mostly aimed towards teenagers and young adults. Our game aims more towards the telling of a story that will pan out as you play but also is partly based on the choices you make in the game. What you choose can determine your fate or in other words Aladdin’s fate. Where he will end up or what he will face will be in your hands. I feel like this range of audience would have a better understanding of the game, which is why they are our target audience. Player’s will also be able to relate to Aladdin, because he like all of us start out as a regular person but sometimes life can turn your life around into something more special, and you find out Aladdin’s journey changes his life. If you like adventure games and a good story then this game is for you!

Delivery Platform

Our game will first be ported to PC upon release. This a good way for us to see how the game perform with our audience in the beginning and also to check out if the game as any problems such as glitches, time outs, or just stopping in the middle of the game. Upon release we are positive the game will run fine, but PC is always the best place to start out and when everything is going good and there aren’t any issues we will release our game on smartphones (Android and IOS). We have high hopes for our games success!

Review of Competing Games

1. Max: The Curse of Brotherhood is a puzzle-platform video game developed by Press Play for Xbox One,^[3] Microsoft Windows, Xbox 360^[4] and Nintendo Switch.^[5] The

game was announced during Microsoft's E3 2013 press event. It is a sequel to Press Play's previous work, the 2010 game Max: The Curse of Brotherhood is similar Aladdin (Floyd) because in the game Max reads a spell, which makes him fall into a unknown world. In our game Aladdin is coheres into a world unknown as well when he enters the cave and all of a sudden, a genie appears. Another similarity is that just like Aladdin, Max has a quest to save his brother and to do so he must go through a series of obstacles. Aladdin (Floyd), Aladdin also must go through different challenges to finally get home and marry the princess. I feel as though our game is better because at least at the end Aladdin will win the princess heart and obtain wealth.

2. Super Mario: *Publisher(s): Nintendo*, Creators: Shigeru Miyamoto, Composers: Koji Kondo & Mahitio Yoko. First release of Super Mario Bros is in September 13, 1995, Latest Release Super Mario Odysessy October 27, 2017. Super Mario is very similar to Aladdin (Floyd) because one, it has many obstacles and tasks that needs to be to complete the game. Also depending on which challenges Mario chooses determines which road and sequence of events he must encounter. Aladdin and Mario purpose are to find/ when the princess heart and live happily ever after. However, our game Aladdin (Floyd) is better because Aladdin obtains wealth at the end as well as his lovely bride. Temple Run is a 2011 3D endless running video game developed and published by Imangi Studios. It is produced, designed and programmed by husband-and-wife team Keith Shepherd and Natalia Luckyanova, and with art by Kiril Tchangov. Initial release date: August 4, 2011. Temple Run is an action pack video game that's like Aladdin (Floyd) because the two games are adventurous and like the

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previous games I have mention there are several tasks the player must conquer to obtain the gold. In temple run a player has a string of rings that once picked up they get closer to the prize. The Aladdin (Floyd) game, Aladdin is faced with obstacles that has rings in its quest and he must choose the rings or the lamp to reach his destination and in temple run the players are also on a mission to their destination. Once again Aladdin (Floyd) game is better because Aladdin is poor and once he goes through all challenges he will gain a princess and wealth.

Section 2 – Design

Game Mechanics

The game of “Aladdin’s Adventure” is more like a reading adventure game. It is very basic with very interesting conversations included. All of the questions will have at least two different options for the player to pick which is the best option for Aladdin to finish the goal and have different alternatives. For example, each question will lead to different endings and different outcomes. Our game is mostly with yes and no with the decision of the player.

Challenge

The player will have to read all the texts in the game and need to fully understand what the story is about while playing. Every choice that is being picked will lead to a different story and will have different endings even ending the game. Of course, this game will have a lot of challenges, for example, the player will have to choose the best way to fight a creature to get to another creature. The player will have to pick the choices wisely in order to move on. If not, it will greatly affect during the game.

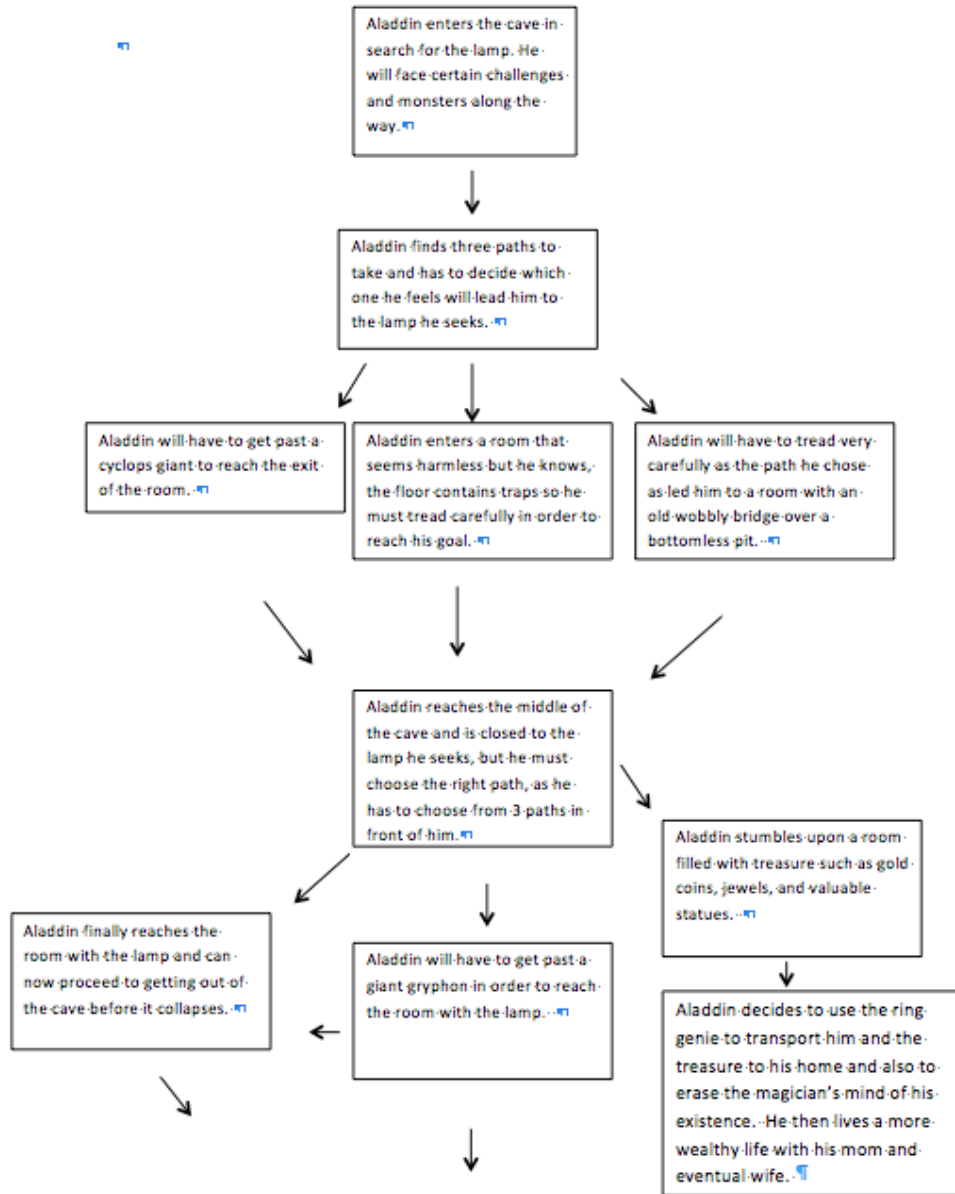
One of the examples, when Aladdin’s uncle wants to provide a sword to Aladdin so he can have some item to protect himself while he is exploring the cave. If the player selects not to have the sword, it will lead Aladdin to lose a battle in the middle of the game. Another example is the shield that happens to show up in the middle of the game when Aladdin needs to fight the knight for the old bronze lamp, if the player selects not to have the shield, Aladdin will lose a battle with the knight and will have to restart the game over again.

Player Characteristics

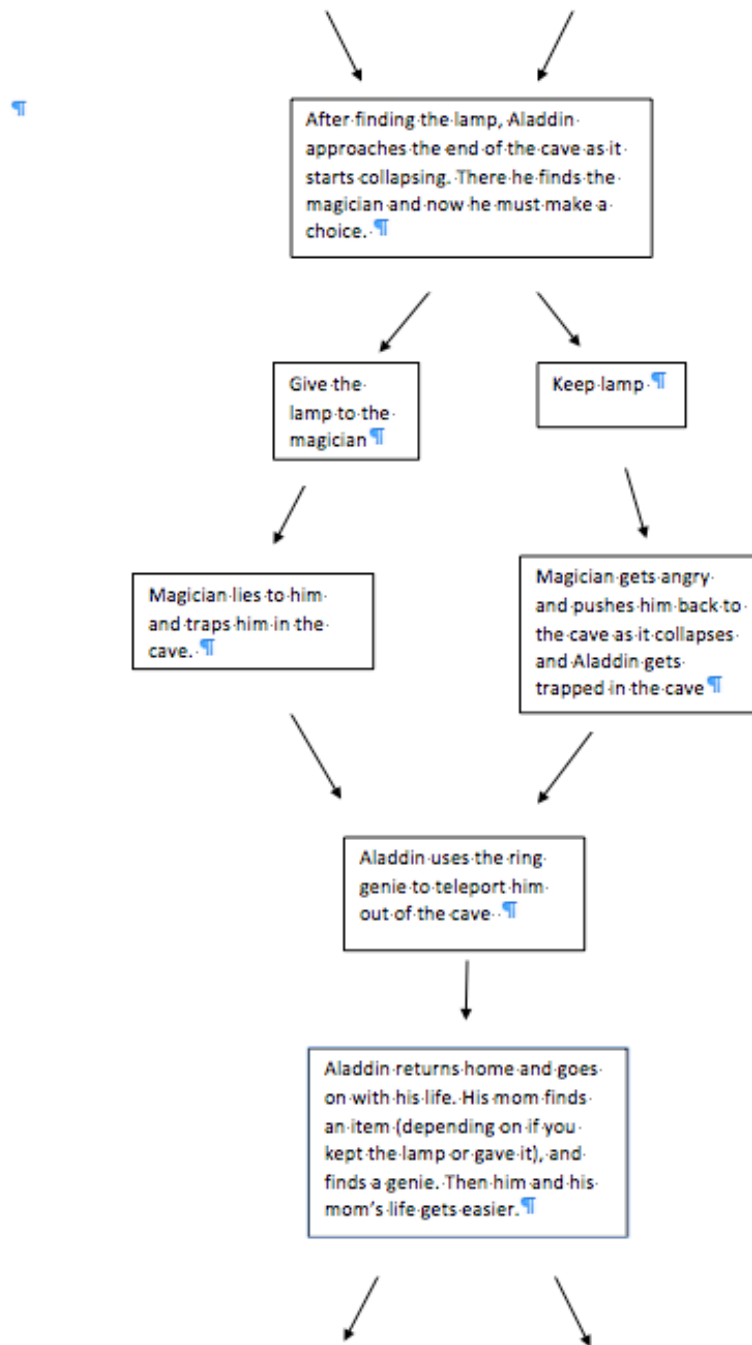
For our game we expect players to have a certain feel of how adventure games would work but of course as long as they like video games and have an open mind, then they are more than welcome to play our game. We also assume some of the players will probably be Disney movie fans, so for the love of nostalgia they'll most likely download the game to play when they can. Players who are Disney movie fans may already have an idea of how their version of Aladdin pans out, so they might come in thinking that they can experience that adventure in the form of a game. They will get to experience Aladdin's journey but it will have some differences from what they already know. One example would be that in Disney's version, Aladdin did not really face any challenges or creatures while journeying through the cave to retrieve the lamp. In our version he does have to face challenges and creatures. Players who have played adventure games know that those games deal with puzzle solving, exploration and it focuses on a narrative with little to none of having any type of action or combat involved. Our game focuses on the narrative as a text based game but it will give you choices to control where you land up in the story. While coming upon those choices we expect players to actually try and theorize each choice they make. They should be asking themselves questions such as: "How will this choice affect me?", "Is this the right path?", "Will this choice lead me to the true ending or a good or bad ending?". There are also a few boss battles within the game so you will have to choose your moves wisely. We hope and expect players to have fun with our game.

Section 3 – Project Description

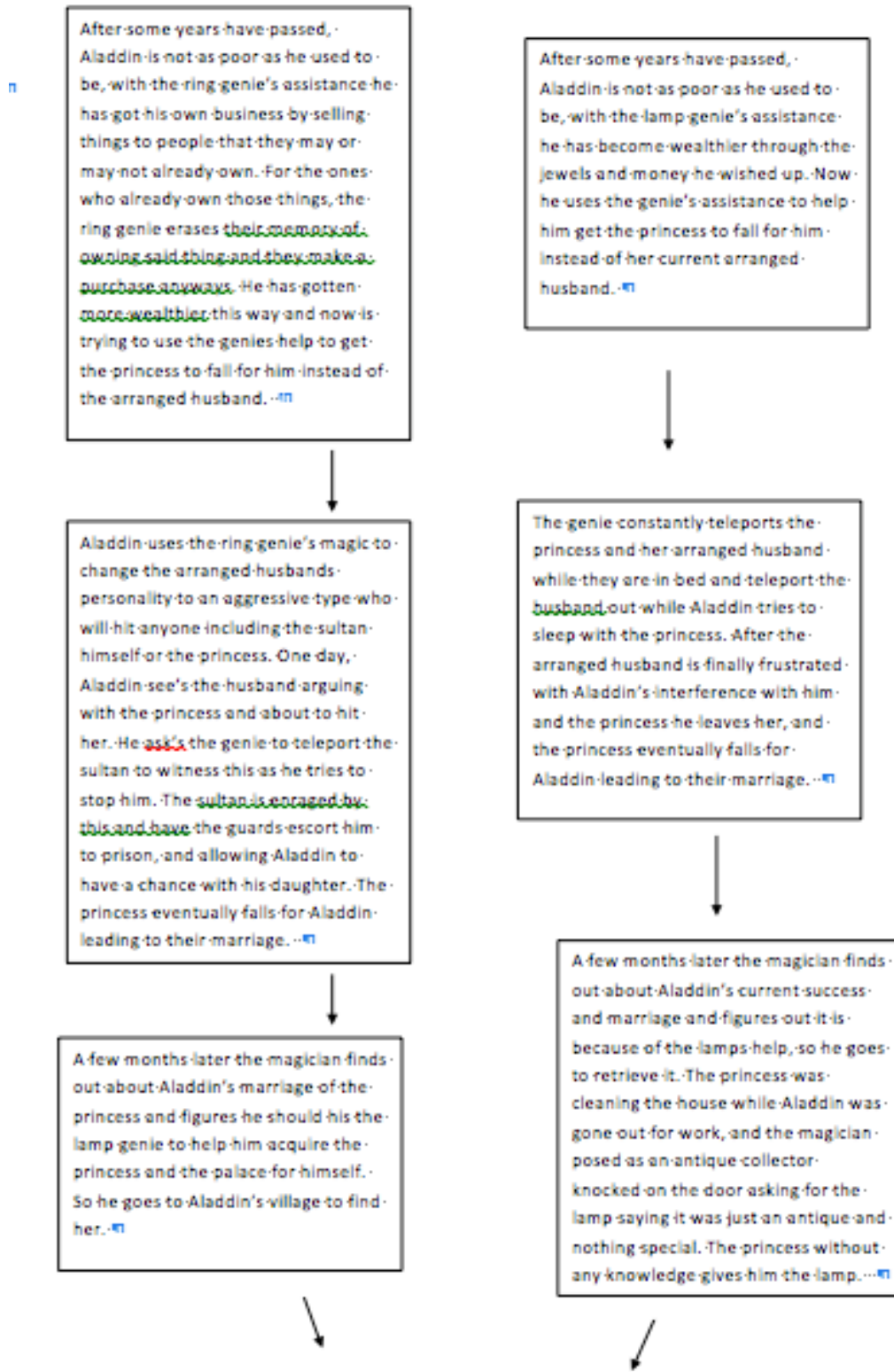
Visual Map of the Game



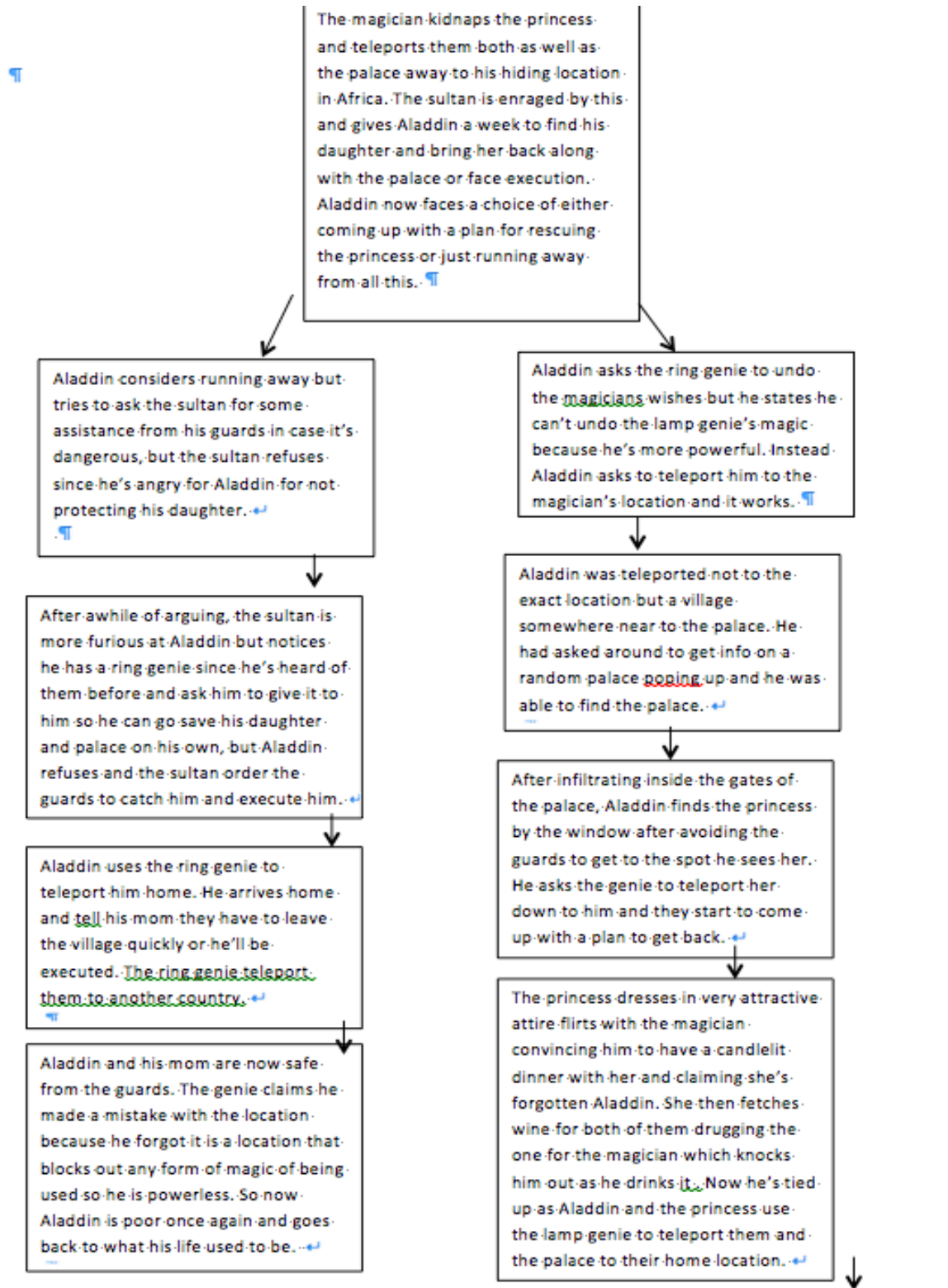
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The magician gets arrested and thrown in jail and Aladdin is rewarded as the village hero, who has the sultan's complete blessings. Later the magician's brother tries to trick the princess into giving the lamp, but the lamp genie warned them in advanced about this situation, so Aladdin kills him. ↗



About 2 years later after the sultan retires, Aladdin becomes the new sultan of the village. He now has 2 kids, one boy and one girl. With life going better than it originally was for him as a kid, he is happy things went the way they did, as he got a happily a ever after ending. ↗

Walkthrough

There are three possible endings in our game, the true ending which is the ending based on the grimm version of Aladdin, the good ending which is the alternate ending, and the bad ending in which the villain wins everything, so it is obvious that the players will want to avoid the last ending.

TO REACH THE TRUE ENDING

At the beginning of the story, the player will have to read carefully to notice that after a few lines, the following question will be displayed.

```
Ahmed: MMy boy, I would like to ask you a favor because I think you are perfect for this role
A.) Aladdin: hmm Sure. What is it?
B.) Aladdin: I barely know you, so I don't think so!
```

The user must choose **OPTION B** in order to gain +10 points in intelligence because it is obvious that how you are going to accept the request of a stranger. Continue with story, the user must pay attention to what it is shown in the shell window. In other words, he will have to read every line that is displayed. Then, after a few lines, the following question will be displayed.

```
A)You will take the sword!
B)You won't take the sword!
What will you choose, my dear boy?
a
```

In this part, the user must choose **OPTION A** in order to use the sword, because later on, the player will have to face some monsters, and in order to beat them, he will need the sword. Otherwise, the user won't pass the fight with the first boss monster. Moreover, the sword gives to the player an increment of +20 points in strength. The important key in this game is to read because if you the player choose the wrong answer, he might be killed in the game, so it is necessary to read. Next, after that part, the player will have to decide the answer to the following question.

```
Aladdin: What a nice shield! Should I take this big iron shield?
A) Yes, It might help later!
B) No, I think it is too heavy to carry it with me!
Will you take the shield with you?
a
```

Similarly to question of the sword, the player must choose to get the shield because it will help him to block some of the devastating attacks of the bosses. Moreover, the shield is going to give the user an increment of +20 points in defense. Then, after that, the player will have to decide the direction in which he wants to go. So, in this moment the player will have to choose correctly because one road leads you to a place in which he will have to face three bosses in order keep moving forward.

```
Aladdin: Why? I can't decide which way to go!  
A) You will take the left road!  
B) You will take the right road!  
Which way will you go?
```

In this part, the user must choose **OPTION A**. The left road is going to lead you to where the lamp is. However, if you the player chooses option B, he will have to face some mythological monsters. This option also gives you an increment in intelligence of +10 points

Continue with the game, the following question will determine if you get the lamp or not. Before getting the lamp, the guardian of that place is going to show up. However, his stats are too high for you to fight him, so you will need to find another way to get the lamp. So, the following options are shown:

```
A) You will prove that you are worthy by fighting him and showing him your skills  
B) You don't think that you should fight him to prove that you are worthy.  
How are you going to settle this? Fight him or find another way to prove?  
b
```

The player must select **OPTION B** because it is the smarter way to get pass through the guardian of the lamp. This option will also give the player an incredible bonus of +30 points in intelligence. However, if the player chooses option A, he will have to face Ezekiel who is the guardian of the lamp, and eventually the player is going to lose because the stats of Ezekiel are ridiculously high. Moreover, you will get the lamp without having to fight Ezekiel, so it is the best option now.

Then, you will have to try to get out of the dungeon, and in order to do that, you will have to use the magic carpet. So, the following decision that the user will have to make is:

```
Would you get on the carpet?  
A) Yes  
B) No  
What would you do?  
a
```

Now, the following question will be so important because it will change the game completely. In order words, it is a mayor decision in which the wrong choice will lead you to the bad ending.

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```
Ahmed: Ahh I see you made it back in one-piece boy. Did you retrieve the lamp as I asked?
Aladdin: Yes uncle, it's right here!
Ahmed: Well done Aladdin, now give me the lamp and I will grant you any wish!
Would you give him the lamp?
A) Yes, give him the lamp
B) No, you will keep the lamp
What would you do?
b
```

In this part, the player must, and I say it again, **HE MUST CHOOSE OPTION B**, the player must keep the lamp in order to reach the ending of the grimm version. By choosing B, the player gains an increment in intelligence of +10 points. Just in case that the user chooses B, the story will change and the start of the bad ending will take action. Next, the user will try to escape from the dungeon because he got trapped by the magician for keeping the lamp. So, the following image shows the possible decision that the player can choose.

```
Aladdin: Awesome thanks a lot genie!
Genie: Do you have something else to aske me?
A) Tell me your name
B) Give me some bread and vegetables!
C) Break the seal and send me to my village
What would you ask him?
|
```

In order to get out of the dungeon it is obvious that the user must choose **OPTION C**. This will allow the user to escape from the dungeon and return home. This option will increment your intelligence by +5points. Now, after the player gets out of the dungeon and gets back home, the mom of Aladdin will be there waiting for him. So, it is obvious that she has been worried about Aladdin, so she deserves an explanation of where you have been until now. So, the following decisions will be available.

```
You get finally home, and you notice that your mom has been worrid about you. Then, she asks you where have you been all this time.
A) Tell her the thruth
B) Invent a story and tell her that!
What would you tell her
```

At this moment, the user must select **OPTION A**. In other words, be a good son and tell her the truth. And, if the player does that, its intelligence is increased by +10points. If by any reason the user chooses option B, eventually his mom will find out the truth and she is going to slap you in the face, and as a result, you will lose 15 HP (health points). Then, 10 years have passed, and now Aladdin is a tall handsome young man, thanks to the help of the lamp genie, he has his own business, and everything has been good since

that incident in the dungeon. The following picture shows the possible options that you will have when a customer comes to your business.

```
Customer:Sheesh, expensive do you think you can make it any less?  
A) Yes  
B) No  
Would you decrease the price?  
b
```

When the user chooses **OPTION B** it seems that Aladdin is not going to decrease the value. However, he ended up decreasing due to a favor that the customer did to him. And, this option will increment the defense of Aladdin by +10points.

Now, Aladdin wants to marry the Sultan's daughter. However, the sultan is demanding and he is asking for 40 slaves with 40 boxes of precious stones and 40 Arab warriors to escort the precious stones. Then, there are so many options that are shown in the following picture

```
A) Bring me 40 slaves  
B) Bring me 40 boxes with precious stones inside them  
C) Bring me 40 Arab warriors to scort the treasure  
D) Bring me 40 camels  
E) Bring me 40 different animals  
What would you ask?  
|
```

In order to gather everything, the Sultan is asking for, the user must select first. Then, after selecting A, the following options will be available.

```
Thanks Blue, but I still more things to complete the Sutan's requirements  
A) Bring me 40 boxes with precious stones inside them  
B) Bring me 40 Arab warriors to scort the treasure  
C) Bring me 40 camels  
D) Bring me 40 different animals  
What would you ask?
```

As you notice, if you choose the right option, the amount of options available will decrease. So, right now it is necessary to choose **OPTION A again**.

```
Thanks Blue, but I still more things to complete the Sutan's requirements  
A) Bring me 40 Arab warriors to scort the treasure  
B) Bring me 40 camels  
C) Bring me 40 different animals  
What would you ask?
```

Finally, the player will have to CHOOSE A again to have all the things that the Sultan is asking in order to marry the princess.

Now, the climax is even closer. At this point, everything goes according to the grimm version. So, now the princess has been kidnapped by the evil magician, and the palace disappeared too. So, the following options are available now.

```
Finally, you decide no to waste more time, and rubs the ring to call the genie out.  
Ring genie: Hello master long time no see, I can feel that something is wrong, so How can I help you now?  
A) Can you bring Fariya back?  
B) Take me to the place where the evil magician has hidden my wife  
What would you ask for?
```

In this part, the player must select **OPTION B** because you must go the rescue her the where she is. If the player chooses option A, the genie will reply that he can't do that because the princess is being surrounded by a magical barrier.

Finally, after sneaking into the palace and finding the princess, you tell her the plan to get them both of you out of that place. So, you gave her a powder that will put to sleep the magician. After that, you must find the lamp that seems to be nowhere, so the last part that you check is his room. Now, in his room the following options are shown:

```
So, you go straight to his room and try to look for the lamp, however, there so many places that you need to look first, so..  
A) Check inside the closet  
B) Check under the bed  
C) Check under the pillow  
D) Check inside the drawers  
What would you ask?
```

In order to find the lamp, the user must choose **OPTION C** because the lamp is under his pillow. Then, after finding the lamp, the function goodEnd() will take action showing the following message:

The magician gets arrested and thrown in jail and Aladdin is rewarded as the village hero, who has the sultan's complete blessings. Later the magicians brother tries to trick the princess into giving the lamp, but the lamp genie warned them in advanced about this situation, so Aladdin kills him

About 2 years later after the sultan retires, Aladdin becomes the new sultan of the village. He now has 2 kids, one boy and one girl. With life going better than it originally was for him as a kid, he is happy things went the way they did, as he got a happily an ever after ending.

And that's how you win the game. This is the true ending

TO REACH THE GOOD ENDING

In order to win the good ending, it is necessary to follow the same process of the true ending until the part in which you have to select which road to go


```

Aladdin: Why? I can't decide which way to go!
A) You will take the left road!
B) You will take the right road!
Which way will you go?

```

In this part, the user must choose **OPTION B**. The right road will lead the player to the good ending. But, to do that, the player must face 3 monsters first. After you took the right road, the first battle will be against a cyclops. So, the following options will be available:

```

+-----Cyclops's Stats-----+
| Strength: 110 |
| HP: 150 |
| Defense: 50 |
| Intelligence: 50 |
+-----+
A) Attack the cyclops.
B) Defend yourself.
What should you do?

```

The best option to take now is the **OPTION B**, because you will be able to kill the cyclops in a single strike. However, if the user chooses option A, the battle will continue and eventually the user might end up dying.

After choosing the option B, the you will concentrate your strength to slash the cyclops in one single strike. So, there is going to be only 1 option available.

```

A) keep concentrating.
What should you do?
|

```

The only option available is that you will have to keep concentrating to look for the weakest spot of the cyclops, so you can slash him in that spot. After that, the battle is over, and we move to the next battle.

The following battle is against a big salamander which is covered in flames. The best option to take is **OPTION B** because after, you will be close to the exit. There is no way to beat the salamander because you cant get closer to it, so it is necessary to go the right side of the room. If the user chooses option A, the salamander will attack you and destroy the barricade that is located at the left side of the room.

```

A) go to the left
B) go to the right
Where should you go?

```

After going to the right, there are three new options available. In this case, the best option to take is **OPTION C** because you are going to use the barricade to block one attack

from the salamander. However, the barricade is destroyed after that. If the player chooses A, he won't be able to dodge the attack completely, and as a result, he will suffer some burnings. And, if the player chooses option, he will be able to block the attack if he has the shield. Otherwise, he is going to receive a direct damage.

```
At So, the salamander is about to throw flames from its mouth.  
A) dodge it  
B) block it  
C) get behind the barricade  
What should you do?  
|
```

Finally, to defeat the second boss, it is necessary to block his special attack which is a big fire ball. The player must choose **OPTION B** because the only way to survive is by blocking it, and using the shield which is destroyed after this battle. If for some reason the player chooses option A, he will die instantly because the fire ball is too big to be dodged. After blocking the fire ball, the player is allowed to go to the next and final battle.

```
Aladdin: I must do something about it!  
A) dodge the fire ball  
B) block the fire ball  
What should you do?  
|
```

The final battle is against your doppelganger, in this case an evil Aladdin. This is the most difficult battle because he is stronger than you, and he knows what you are thinking, so there is only one way to beat him and get the end of the game. In order to defeat him, it is necessary to choose **OPTION B** because you don't know his capabilities yet, so you must be prepared then. If the user chooses option A, Aladdin is going to attack his doppelganger, however, it is useless because the doppelganger dodges the attack and kicks you in the back dealing 15 damage points.

```
A) Attack him  
B) defend yourself  
What should you do?  
|
```

After you prepare your defense, the doppelganger is going to attack you, and the following options are available. The best option in this case is **OPTION C** because he won't expect you to receive the damage completely, but at the same time, you deal a huge amount of damage. If the user takes option A or B, they are useless because the doppelganger still deals some damage

```
A) dodge the attack  
B) block the attack  
C) Counter attack him  
What should you do?  
|
```

Then, after counter-attack his attack, the battle will be more intense, and now you will have the option of using all your strength to one-hit him or use the ring that your uncle gave you before. In this moment, the player must choose **OPTION B**, so Aladdin will be able to summon the ring genie to the battle field. If the user chooses option A, well that's a suicide move because the doppelganger will counter-attack you, and as a result you die.

```
A) gather the rest of your strength to attack him
B) use the ring
What should you do?
|
```

So, after using the ring, there are going to be new options available. Option A is useless because genies are not allowed to kill people, option C is going to send you back to where you have to select a road again, and the best options is obvious **OPTION B** because you ask the genie to attack the doppelganger using his most powerful attack.

```
A) kill him
B) Attack him using your most powerful attack
c) take me out of this cave
What should I do my master?
|
```

And, after that, the HP of the doppelganger will reach 0, and now you can go the last room in which you can find all the treasures and then, the function strangeEnd() will take action, and the following message is shown:

'Then, you go the end of the cave, and you see an open door that leads to another room. Once in there, you see that the room is full of treasures, gold jewelry, diamonds, etc. So, you decide to use the ring genie to transport you and the treasures to your home and also to erase the magician's mind of your existence. Then, you live a wealthier life with your mom and eventual

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Conceptual Art

