

Game title: Discover Hong Kong



Introduction:

“Discover Hong Kong” is a Hidden Objects Game. We're going back to a time when Hong Kong was different. Imagine the 1960s to the 1990s. There are four typical Hong Kong local stores to explore. The main theme of the game is to discover the unique and fascinating Hong Kong local stores.

Target Audience:

This game is for people who really love and interested in Hong Kong's culture, also people who miss and remember the old days.

Objectives:

The game has two main goals. The game gives the player a challenge to find hidden objects. This helps the player get better at paying close attention. Furthermore, the player can explore the features of the old stores in Hong Kong through finding the hidden objects in each scene.

Specifications:

Landscape Mode: 1920px by 1024px

Color Scheme and Design:

Each scene has a specific color scheme which matches with the style of the store.

Scene One: Hong Kong Local Grocery Store



Color Scheme: Utilizes primary colors- Red, Blue, and Yellow.

Scene Two: Chinese Medicine Store



Color Scheme: Earthy tones- Brown, Green, and Grey.

Scene Three: Fruit Store



Color Scheme: Bright and vibrant hues- Red, Yellow, Purple, and Orange.

Scene Four: Traditional Paper Craft Store



Color Scheme: Dominant Red Tones.

How to play? (Game Instructions):

Step 1:

Upon starting, you will see four scenes to choose from on the menu screen. You can choose the scene they like most to start the game.

Step 2:

Click on a scene to enter the main game screen.

Step 3:

In each scene, find five hidden objects. The hidden objects are hidden everywhere in the scene.

Step 4:

A menu bar will appear at the bottom, listing the objects you need to find. Keep an eye on it!

Step 5:

Click on an object once you spot it. It will disappear from the scene and the list. Find all five objects to complete the scene.

Step 6:

Once you have found everything, you will move on to the next scene.

Game Rules:

1. The player can change to a new set of hidden objects, by clicking the "Shuffle" button next to the menu bar. Five new hidden objects will appear, maximum of three times.
2. Each scene has a time limit of five minutes. The entire game has a maximum time limit of 20 minutes.
3. There will be no time or score deduction for incorrect clicks.
4. When the time limit is reached for a specific scene or for the entire game and the player has not found all the hidden objects, the game will automatically restart and transition back to the main menu screen.

The Hidden Objects:

There will be twenty hidden objects per scene, randomly assigned to the player when the game starts.

Sample of the hidden objects:



The hidden objects can take the form of icons, images, letters, or numbers, and they will be displayed in random sizes, positions, and directions.

Rough Layouts of Game User Interface:

Menu Screen:



Main Game Screen:

