

Proposal of LEM-ONE

1 INTRODUCTION

LEM-ONE is an android game based upon the classical LEMMINGS DOS VERSION published in 1991. It shall have the spirit of the game but a different approach for solving levels and picking up skills.

You have to save one LEMMING ONLY, so the player can enjoy the game with a very limited space. This shall reduce programming and coding as well:

- Skills – no blockers and bombers
- Panel – no number of saved lemmings
- Memory usage is minimum
- ETC...

2 SKILLS SELCTION

Two proposals for skills selection:

- 1- *Panel + Lem [First select panel , Second Lemming]*
1 Basher- 2 Digge-3 Miner- 4 Builder- 5 Climber – 6 Floater- 7 [upward diagonal tunnel] no name proposed for this yet ... it is not a laserer.

- 2- *Panel + lem + sub selection [First select panel , Second Lemming, Thirdt sub panel]*
 - a. Digger + Lem selection + 8 directions +select [dig up ?... it will be fun ... maybe not]
 - b. Ladderer + Lem selection + 8 directions +select
 - c. floater+ Lem selection + 5 directions +select
 - d. climber

The skills panel has to minimized as possible to allow more space for gaming.

3 Menu structure

The menu structure is simplified and should have lemmings original concept

- *Menu 1* : Welcome Screen [PLAY-OPTIONS-SETTINGS-ABOUT]
- *Menu 2* : PLAY
 - o *Menu 2-1* PRACTICE- EASY- MEDUIM- HARD
- *MENU 3* : OPTIONS
 - o TO BE DETRMINED UPON PROGRESS
- *Menu 4* : SETTINGS
 - o TO BE DETRMINED UPON PROGRESS
- *Menu 5* : ABOUT

4 Data base structure

The structure of databases should be flexible to incorporate future development and online capabilities.

The main database could to be INDEXED by ;

- LEVEL- REVISION- AUTHOR- REPLAY ETC ...

SUB DIVIION DATABASES shall be created FOR EACH OF THE ABOVE. This will give you freedom for further development.

For other specifications, use standards practices.