

Interactive Game Environment Scenario

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Summary

The game is a ***Horror Survival Game*** that will allow players to interact with their environment in a meaningful way and test their decision making skills. Players will get familiar with their main character, learn about the mechanics of the game which includes and is not limited to collecting items that may be useful and combining them to unlock new scenes in the game, making decisions that will help them navigate new places or escape from dangerous situations (running from killer or other.) The items collected throughout the game will be assigned a weight and the player will only be able to carry a limited weight. Hence, the players have to be wise about choosing items that will increase their odds of survival. The outcome of the game is to survive until the end, the possible endings range from escaping the killer, becoming the killer or dying by the killer.

Scenario “Interactive Environment”

The player will start up the game by opening the game’s executable file. This file will open the game’s application where they are greeted with a home screen. There will be three buttons displayed on this screen: ‘new game’, ‘load game’, and ‘exit’. Behind the menu, we will have an image of the gameplay and possibly ominous ambient music in the background. At this point in time, the game’s save data will be loaded into memory. Up to three game saves will be stored in the application’s memory.

The next step in the program depends on the user’s input. If the user chooses to click on the new game button, three available save slots will be shown with the corresponding save data. Any game slots that have not been used will be displayed with the text ‘empty’. The user can choose to overwrite one of these save slots with their new save, or save in an unused save slot, assuming that all of the save slots aren’t taken. Lastly, the ‘exit ’button will close out of the application.

If this is the player’s first time playing the game, their character will be loaded into an introduction map where they will be guided into learning the controls of the game in a closed off area. Once the user has completed the tutorial, they will be loaded into the game’s main story line. If the user was to instead load a save, they would be placed into the map where their character was last standing when they saved the game. Their save data would be loaded including any items in their inventory and player stats.

In the map, the user would use either the ‘wasd’ keys on a keyboard or analog sticks on a controller to move around the map and collect items. While exploring the map, the player will be

able to interact with objects, and be able to combine them together to make other objects. The user interacts with objects by pressing a button on the controller, or pressing the 'e' key on their keyboard. The player also will be given storage. Through interacting, the user is given an opportunity to increase their storage size by collecting a backpack in game.

Figure 1 - Diagram of the Interactive Game mechanics

