The Great Escape
Description

Imagine you are a secret agent like James Bond or Jason Borne, or at least their lesser cousins. Last night, you attended a party in a large two-story mansion. Your mission was to find out who was behind the fiendish plot to destroy every Chinese food buffet in town.

It's now the next day, and you find yourself waking up after having been drugged and beaten. You're certain that your captors were not Boy Scouts because of the inferior knots used to tie you to the chair. After you free yourself from the chair, it is now your task to escape the mansion. You have been left with nothing but your tuxedo, good looks, and your wits.

You will move from room to room through the building, look for signs and clues for which way to go. Look in each room for objects that may help your escape. You can only carry a few items though so be thoughtful about what you choose to keep. You also need to be careful about *what* you pick up, and be on the lookout for secret passages and tunnels. Some of the objects in the house are dangerous and may do more harm than good.

Good luck, and for heaven's sake, be careful.

List of End User Stories

Here is a list of end user stories or scenes that are needed for the game:

List of end user stories:

• Start The Program
• Main Menu
    ○ Start New Game
    ○ Resume Saved Game
    ○ Getting Help
    ○ Exit menu
	• Game Menu
	    ○ Describe Room
	    ○ Search area of Room
	    ○ Move To another Room
	    ○ Pickup/drop item
	    ○ View Tool Belt
	    ○ Use item on Tool Belt
	    ○ Use the shop
	    ○ View Map
	    ○ Dig Escape Tunnel

Description of End User Stories

Start the Program

The user executes the program. The program starts and the user is asked for their name. Once a valid name has been entered the user is given a personalized welcome to the game and the main menu is displayed.

Main Menu

Display a menu with the following options:

        1 - Start New Game
        2 - Resume Saved Game
        3 - Get Help
        4 - Exit Game

The user will select a valid option. The "Resume Saved Game" option is not shown if there is no save file. If an invalid option is chosen an error will be given and the menu will be displayed again.

Start New Game

The program displays a personalized background to the story of the game and told what they are supposed to do to win the game. The game menu is then displayed.

Resume Saved Game
A menu will be given to the user for selecting a saved game to load.

        1 - mygame
        2 - mywifesgame
        3 - mysonsgame

User will be prompted to choose a file number. The game will check if the save file is valid. The game will load the file and display the game menu. If it is not a valid file an error is displayed and the game will return to the main menu.

Getting Help
Display a menu with the following options:

        1 - Game Objectives
        2 - Moving through the building
        3 - The Tool Belt
        4 - Go Back

The user will select a valid option. Help will be displayed for each menu option. Selecting "Go Back" will return the user to the previous menu. Selecting an invalid option will display an error and cause the menu to be displayed again.

Exit Game
User will be asked to save game as an Existing Game, New File, or Exit Without Saving. If selects new file, they will be shown an input box to enter a new file name.

   1 - Save As Existing Game
   2 - Save As New File
   3 - Exit Without Saving

If user selects to save as existing game, the game will be saved to file that was opened to continue the game progress. If it is a new game, the user will shown an error message saying that file needs to be saved as new game. Screen will then return to Exit Game menu. When Save As New File is selected, the user will be shown an input box and prompted to enter a new file name. If the file name already exist, the user will be shown and error message that the file already exist, and prompted to enter another name. If the Exit Without Saving option is selected, the program will end without saving progress.

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Game Menu

Display a menu with the following options:

    1 - Describe Room
    2 - Search Area of Room
    3 - Move to Another Room
    4 - Take Item from Room
    5 - View Tool Belt
    6 - Use Item from Tool Belt
    7 - Use The Shop
    8 - View Map
    9 - Save Game
    0 - Exit to Main Menu

The user will select an option. The program will display the corresponding menu for that option. "Use The Shop" will only appear once the user has unlocked the shop room in the game. "Save Game" will write all current data to a file so it can be resumed later. "Exit to Main Menu" will return the user to the main menu.

Describe Room

This feature will describe the layout and items of the room you are in. For example: You wake up in a bedroom to the sunrise pouring in the large window on the East wall. On the South facing wall you notice a large Spanish style armoire next to a large vanity strung with bottles, vials, and boxes. On the West facing wall you notice a large tapestry of a map. There is another large window on the North side of the room allowing you to view the green expanses outside the building. You realize you are on the top floor.

Search Area of Room

A menu will be displayed for key items/locations (such as closet, dresser, or table) in the current room. More specific details will be given for the selected area to search, revealing items that can be picked up in that area. The game menu will be displayed after an area has been searched.

Move To A Room
A menu similar to the following will be presented to the user.
  1 - Visit Master Bedroom
  2 - Visit Master Bathroom
  3 - Visit Guest Bedroom
  4 - Visit Guest Bathroom
  5 - Visit The Study
  6 - Visit The Shop
  7 - Walk Upstairs
  8 - Walk Downstairs

The user will select where they would like to move and the program will travel to that location. An invalid location will cause an error to be displayed and the user won't move locations. If moving between floors the user will be put into the lobby on that floor by default.

Pick up/ Drop Item
A list of items that can be taken in the current room is listed. Items will only be shown if they have been found through the "Search Location" menu. The user will enter what item they want to take and how many of that item, the program will then calculate how much it would weight to carry those items. If the user is carrying too many items an error will be displayed and the item will not be moved.

View Tool Belt
A list of all items the user currently has will be shown. The amount of weight the user has left for carrying items will also be shown.

Use Item from Tool Belt
A list of all items being carried will be shown. After selecting an item the various locations in the room will be listed. If the item is usable in that area an action will occur (such as using an ax on a wall will cause a hole to appear in the wall). If the item isn't usable a message stating that will be displayed and an option to drop the item will be given.

Use The Shop
The user will be presented with a list of tools they can assemble in the shop.
        1 - Bed Sheet Rope
        2 - Y Shaped Stick
        3 - Surgical Tubing
        4 - Stones
        5 - Maple Wood Chopsticks
        6 - Old Sock
        7 - Molotov Cocktail

8 - Matches

They will select a tool to build and enter what resources they want to use to build it. If they don't have enough resources an error will be displayed. Otherwise, the tool will be placed in the user's tool belt and the used resources will be removed.

View Map
A map of the current floor the user is on will be shown. A menu like the following with options to see the map of other floors will be available for the user.
     1 - Floor 1
     2 - Floor 2
     3 - Basement

Dig Escape Tunnel
When inside the Cellar in the Basement Floor the user is able to start digging a tunnel. They are required to have a Wheelbarrow and Shovel to start digging. They will be prompted to enter a volume by specifying the height, width, and depth of the area dirt to dig out. If it is more than what the Wheelbarrow is able to hold an error will be displayed. Otherwise, the dirt will be removed and the length of the tunnel will increase. The Wheelbarrow will have to be emptied

before it can be filled again.

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