Simulation Room

<Perspective View Colored Image>

**Description:** The Simulation Room, or Sim Room, is a large dome-shaped building. It is used to simulate various scenarios for soldiers to train in. In practice, this means replaying story missions and loading special ops and multiplayer games. There are also additional rooms in the building with computers for players to check their special ops and multiplayer stats.

**Dimensions (LxWxH meters):**

**Building Type:** Military

**Number of Floors:**  1

**Functions:** Upon entering, the player sees two doors. These doors lead to a special ops room and a multiplayer room. In each room, is a computer that a player can access. The computer will display the statistics for the player that accessed it for the game mode of the room (special ops or multiplayer). See [User Information System](file:///C:\Users\Matt\Documents\PoF-Planning\Documents\Design\Game%20Systems\User%20Information%20System.docx) for information on the statistics system.

In addition to the computers, there is a capsule in each room connecting it to the much larger Sim Room. When a player walks into this capsule, they must press a button to activate the Virtual Reality (choose a map). Once activated, the door to the capsule will close, the screen will fade to black, the base map will be deallocated, and a menu will appear. This menu will display all options for loading a new special ops or multiplayer game as well as an option to exit the Virtual Reality session (return to the base).

**Interior Assets:**

**Level Appearances:** Fort Price

**Material Description:**

**Concepts:**

**Other Comments:**