Blink of an Eye

# Introduction:

Blink of an Eye is a game about a simple character running navigating a maze within a time limit. When the player begins a level they have no idea when the exit of the level is and must most likely take multiple trips through to find the most efficient and correct maze. This game will consist of a certain amount of levels (around 40-50) to test the player’s ability to use prior knowledge to solve the maze.

# Actors:

* Player
* Manager
* Level
* Key
* Door
* Obstacle

# Use Cases:

## Begin Level

Use Case Title : Begin Level

Actors: All Present

Trigger: Player would like to being a new level.

Pre-Condition: The level must be unlocked.

Post-Condition: This level is completed and the next level is ready to begin

Basic Flow:

1. Level reads spawning instructions
2. Level spawns necessary items
3. Manager locks all doors
4. Player Spawns
5. Player moves toward goal
6. Player walks through door

Alternate Flow – Step 6:

If the door is locked the player must activate the door via key or button (think portal).

## Die

Use Case Title: Die

Actors: Player, Manager, Level

Trigger: Player steps on an obstacle

Pre-Condition: Player must be alive

Post-Condition: A new player must be spawned

Basic Flow:

1. Velocity is set to 0 for the players movement controller
2. An instance of the player is spawned behind the player keeping their trail
3. Screen will fade to black
4. Manager will spawn player and levels respawn area
5. A new trail color is picked
6. Screen becomes opaque

## Spawn

Use Case Title: Spawn

Actors: Player

Trigger: Player had recently died

Pre-Condition: Player must either be dead or level begins

Post-Condition: Player is ready to be controlled

Basic Flow:

1. Spawn a new instance of the player
2. Set life to 100
3. Create a new trail color
4. Posses pawn

## Pick Up

Use Case Title: Pick Up

Actors: Player, key, level, manager, door

Trigger: Player has collided with the key’s trigger

Pre-Condition: the key must be spawned AND not picked up

Post-Condition: the player has a key in the inventory for a matching door

Basic Flow:

1. Player Collides with key
2. Key sends a message to the manager
3. Manager unlocks the door that corresponds to that key in the level
4. Key disappears