# Player Stories

Playing as a flight controller, I will activate and deactivate buttons and switches before time runs out to keep the spaceship in flight.

As a player, I will interact and adjust settings on the computer terminals to the correct setting to maintain the spaceship’s flight.

As a player, I want to be able to move objects that are obstructing me from being able to interact with the objects mentioned previously out of the way so that I can interact with them.

As a player, I want the NPC I interact with to perform his job when required so that the spaceship can continue its flight.

As the flight controller, I will move any loose paper or chairs that impede me from interacting with the objects the game requires me to in order to continue progressing.

# Mechanics

|  |  |  |  |
| --- | --- | --- | --- |
| Object/Mechanic | Purpose | Relationship to other objects | Player interaction |
| Button | A randomised, timed event that moves the player closer towards the fail state if not interacted with in time. | If the button is not pressed in time, the flight display will show negative feedback. | To be pressed to keep progressing. |
| Switch | A randomised, timed event that moves the player closer towards the fail state if not interacted with in time. | If the switch is not toggled in time, the flight display will show negative feedback. | To be toggled to keep progressing. |
| Computer Terminal  (Settings) | A randomised, timed event that moves the player closer towards the fail state if time runs out before the player doesn’t complete the full interaction sequence. | If the settings are not adjusted in time, the flight display will show negative feedback. | Interacted with initially to adjust settings.  Settings are to be adjusted so they can keep progressing. |
| Computer Terminal  (Key Inputs) | A randomised, timed event that moves the player closer towards the fail state if time runs out before the player doesn’t complete the full interaction sequence. | If the correct key sequence is not input in time, the flight display will show negative feedback. | Interacted with initially to allow the player to input the sequence.  Prompts the player to input a sequence of keys. If the wrong key is input, the players has to restart inputting the sequence. |
| NPC Flight Controller | Blocks the player’s movement.  They also are a randomised, timed event that moves the player closer towards the fail state if time runs out before the player doesn’t complete the full interaction sequence. | Sits in a chair that cannot be moved or climbed over.  Obstructs a player’s motion, forcing them to change their pathing.  If not interacted with in time during the randomised event, the flight display will show negative feedback. | When the randomised event is active, can be interacted with to keep the player progressing.  Otherwise he is ‘asleep’ and does not doing anything of use to the player, and just impedes their movement. |
| Flight Display | Displays the progress of the rocket and how well its flight is going. | Failing to interact with other objects in time will cause the flight path of the displayed rocket to deteriorate. | To be viewed by the player so they can track their progress. |
| Loose Paper | Obstructs buttons, switches, and the controls of computer terminals. | Blocks interaction with objects it obstructs. | The player must move loose paper to be able to interact with the object(s) it obstructs. |
| Chair | Obstacle that obstructs the player’s movement. | Impedes the player’s movement and their ability to reach other objects. | Can be interacted with to either move or climb over. |
| Desk | Obstacle that blocks the player’s movement. | Terminals, buttons, switches and loose paper all begin on desks.  Paper can be moved off desks.  Blocks the movement of chairs. | Can’t be moved through by the players, and players can’t move chairs through it.  Players must move around them instead. |