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| --- | --- | --- | --- |
| Meetn# | Date | Name (Alias) | Description of Change |
|  | | | |
| 1 | 08/29/18 | GO & AK & MQ | Initial Meeting |
| 2 | 08/29/18 | GO & AK & MQ | We created tables for the majors |
| |  |  | | --- | --- | | Suggestions | Actions taken | | MQ: The man was able to trace the path/layer and he goes through the rooms as he follows their path. But then he is still not certain what path they specifically are located but one of the rooms is where the wife is located. |  | | MQ: We can place puzzle at the entrance of few of the rooms and then solving the puzzle gives access to the room itself. Not all rooms will have puzzles we have to decide on that. |  | | MQ: Change the settings to match jungle since the attackers are more from a jungle context. The setting has to be similar. |  | | MQ: Think about what the jungle tools really is and it’s use. |  | | AK: What orientation is best for the document? Landscape or portrait? |  | |  |  | | | | |
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**ITEC 3860- Software Development1: Game Narrative**

PROBLEM STATEMENT

*“A crime has just occurred, several are injured, and some are dead. You (the player) are lucky to be alive, but your spouse has been captured and the assailants have escaped before the rescue team got to the scene. You are determined to rescue your spouse at all cost. To achieve this, you must make several choices, solve several puzzles, endure/sustain several injuries, use several weapons, and conquer several enemies, to get to the spouse safely. The choices you make can be for or against you in your mission to rescue your wife.”*

SCOPE

To ensure this system is created in a timely manner and according to class requirements, this game will comprise of 30 different rooms, 8 reusable puzzles, 8 reusable attackers/demons, room entry, exit and linkage points to avoid sequential progression, short textual description of each room (graphics would be even better), short textual description of each attackers/demons (graphics would be even better), survival kit/ weapons, health points(+ / -) when player hits the attacker / is hit by the attacker, weapons, reward for killing attackers, …And so on(Please review and add more – I wrote the once I remembered form class.)

SETTING

All events occurred in a rural setting. The criminals ran into a thick forest (jungle) with the player’s unknown to them, they left a trail path that leads back to them. The jungle has several wild animals and creatures.

GENERAL OVERVIEW OF THE RESCUE MISSION GAME

The game is a about a young man/woman (the player) who embarks on a rescue mission, his main task is to rescue his/her spouse, who was captured and taken into a thick forest by some invaders who invaded their village of residence. The player, *needs to locate and select the right pathway to follow from a few options available, needs to locate the criminals/assailants/kidnappers as fast as possible to save his wife*, needs to confront creatures that live in the jungle, needs to correctly solve puzzles to progress on his mission— all puzzles answered gives the player some form of benefit/strength, and needs to call for / order artifacts as needed in the course of his journey.

Because the mission is set in a jungle, the player will encounter several wild creatures. The more the player defeats them, the more strength/ points gained. The more points accumulated, the more artifacts he/she can purchase as needed for the mission. Also, apart from the animals and creatures in the jungle, there are two gate keepers he has to confront. These gate keepers may offer the player puzzle(s) to solve to gain access into the room(s) they guard, they may also insist on fighting him to see how determined he is to fulfill his mission.

From the outset, the player’s starts up with certain number of points (say 50). The first decision the player has to make is to decide the path to follow in chasing down the kidnappers. There are four paths available but only one of them is the right path. If he chooses the right path, his points remains intact while he goes through the rooms available in the game. Choosing the wrong path cuts off players point by 5 points each point a wrong path is chosen, but does not change the rooms available or the difficulty levels in the game. After discovering a wrong path is chosen, a player can ***opt out*** back to the beginning in order to choose another path. 3 consecutive wrong choices cuts 15points and automatically leads player to the right path/choice with 15points cut. (A message is displayed every time points are added or deducted and the interface always shows the current points the player has.)

to be able there are more than one traceable pathway into the jungle, so he has to make a decision on which to follow), on his way as well.

There are 30 rooms in all for the whole game, there are 8 attackers and 8 puzzle that are linked to each room that he enters or chooses to go into. All rooms are linked to at least two others (room numbers do not have to be sequential— player can move from current room to any of the other two linked rooms. The player will have the option to call for artifact or exit a current room to another if he finds the rooms to difficult. Every time he abruptly leaves a room reduces his points by 5 points.

LIST OF FUNCTIONAL REQUIREMENTS – to be completed

LIST OF NON - FUNCTIONAL REQUIREMENTS – to be completed

MONSTERS

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Monster Name | Monster ID | Monster Room ID | Items Dropped | Chance (Player will win or lose) |
| Tiger | TIG01 |  |  |  |
| Scorpion | SCR93 |  |  |  |
| Cheetah | CHE87 |  |  |  |
| Snake | SNK78 |  |  |  |
| Homo habilis | HOM32 |  |  |  |
| Homo erectus | ERE31 |  |  |  |
| Tim King of the Jungle | TIM76 |  |  |  |
|  |  |  |  |  |

ARTIFATCS TABLE

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Artifact Name | ID | Artifact Room ID | Description | TLDR Use | Value / Worth |
| Antidote Portion | POR78 |  | Players calls this whenever he gets bitten by a creature in the jungle |  | * 5 points every single call |
| Knife | CUT89 |  | To protect from creatures in the jungle and to cut items as needed |  |  |
| Water | H2O82 |  |  |  |  |
| Pistol | GUN78 |  |  |  |  |
| Band aid | BA448 |  | Player me use this at any point in the game if thier health has decreased. |  |  |
| Blanket | BLKT77 |  |  |  |  |
| Umbrella | UMB44 |  |  |  |  |
| \*\*Jungle tools | JGTL99 |  |  |  |  |
| Stone | ST45 |  |  |  |  |
| Wood/Log | WLG18 |  |  |  |  |
| Warrior | WAR784 |  | He is there to offer help to the player but can only be called ones throughout the game without points being deducted. |  | * Free only ones * 10 points every other time |

ROOMS

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Room Name | ID | Artifact ID | Description | TLDR Use | Value / Worth |
| Jungle Furry | RM01 | BA448 | There is another room to the south and exit to the west. There is a puzzle here. Player must fight and defeat Homo habilis (HOM32). |  |  |
| The Snake Keeper | RM02 |  | ( |  |  |
|  | RM03 |  |  |  |  |
|  | RM04 |  |  |  |  |
|  | RM05 |  |  |  |  |
|  | RM06 |  |  |  |  |
|  | RM07 |  |  |  |  |
|  | RM08 |  |  |  |  |
|  | RM09 |  |  |  |  |
|  | RM10 |  |  |  |  |
|  | RM11 |  |  |  |  |
|  | RM12 |  |  |  |  |
|  | RM13 |  |  |  |  |
|  | RM14 |  |  |  |  |
|  | RM15 |  |  |  |  |
|  | RM16 |  |  |  |  |
|  | RM17 |  |  |  |  |
|  | RM18 |  |  |  |  |
|  | RM19 |  |  |  |  |
|  | RM20 |  |  |  |  |
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|  | RM26 |  |  |  |  |
|  | RM27 |  |  |  |  |
|  | RM28 |  |  |  |  |
|  | RM29 |  |  |  |  |
|  | RM30 |  |  |  |  |