**ITEC 3860- Software Development1: Game Narrative**

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### PROBLEM STATEMENT

*“A crime has just occurred in the neighborhood, several are injured, and some are dead. You, the player, are lucky to be alive, but your beautiful wife has been captured and the assailants have escaped before rescue team got to the scene. You are determined to rescue your wife at all cost. He must make a make several choices, solve several puzzles, endure/sustain several injuries, win several enemies, use several weapons, to get to his wife 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.)

### GENERAL OVERVIEW OF THE RESCUE MISSION GAME

The game is a about a young man (the player) who embarks on a rescue mission, his main task is to rescue his wife, who has just been captured by some invaders who invaded the neighborhood on this day. He needs to get there as fast as he can to save his wife. He needs to survive and stay alive and strengthened on his way as well.

There are 3 rescue service on the scene of the occurrence. *The* ***police*** *force, the* ***fire department*** and *the* ***medical emergency services***. He can only go with one. His first task is to chose who to go with on this mission. If he refuses them all, he automatically must go alone on this mission. Each choice has its pros and cons.

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.)

### LIST OF FUNCTIONAL REQUIREMENTS – to be completed

### LIST OF NON - FUNCTIONAL REQUIREMENTS – to be completed