Document Change History

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

### 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.”*

**SETTING**

Every event occurred in a rural setting. The criminals ran into a thick forest (jungle) with the man’s wife. Unknown to them, they left a traceable path.

### 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 their village of residence and taken into a thick forest. He needs to locate the assailnats as fast as he can to save his wife, needs to locate the right path to follow. There are few paths left behid 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

**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** |  |  |  |  |
| **Knife** | **CUT89** |  |  |  |  |
| **Water** | **H2O82** |  |  |  |  |
| **Pistol** | **GUN78** |  |  |  |  |
| **Band aid** | **BA448** |  |  |  |  |
| **Blanket** | **BLKT77** |  |  |  |  |
| **Umbrella** | **UMB44** |  |  |  |  |
| **\*\*Jungle tools** | **JGTL99** |  |  |  |  |
| **Stone** | **ST45** |  |  |  |  |
| **Wood/Log** | **WLG18** |  |  |  |  |

**ROOMS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Room Name** | **ID** | **Artifact Room ID** | **Description** | **TLDR Use** | **Value / Worth** |
|  | **RM01** |  |  |  |  |
|  | **RM02** |  |  |  |  |
|  | **RM03** |  |  |  |  |
|  | **RM04** |  |  |  |  |
|  | **RM05** |  |  |  |  |
|  | **RM06** |  |  |  |  |
|  | **RM07** |  |  |  |  |
|  | **RM08** |  |  |  |  |
|  | **RM09** |  |  |  |  |
|  | **RM10** |  |  |  |  |
|  | **RM11** |  |  |  |  |
|  | **RM12** |  |  |  |  |
|  | **RM13** |  |  |  |  |
|  | **RM14** |  |  |  |  |
|  | **RM15** |  |  |  |  |
|  | **RM16** |  |  |  |  |
|  | **RM17** |  |  |  |  |
|  | **RM18** |  |  |  |  |
|  | **RM19** |  |  |  |  |
|  | **RM20** |  |  |  |  |
|  | **RM21** |  |  |  |  |
|  | **RM22** |  |  |  |  |
|  | **RM23** |  |  |  |  |
|  | **RM24** |  |  |  |  |
|  | **RM25** |  |  |  |  |
|  | **RM26** |  |  |  |  |
|  | **RM27** |  |  |  |  |
|  | **RM28** |  |  |  |  |
|  | **RM29** |  |  |  |  |
|  | **RM30** |  |  |  |  |