|  |  |  |  |
| --- | --- | --- | --- |
| 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 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.)

**SETTING**

All events 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 that leads back to them.

### 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 spouse, who was captured and taken into a thick forest by some invaders who invaded their village of residence. He needs to locate the criminals/assailants/kidnappers as fast as he can to save his wife, needs to locate and select the right pathway to follow, needs to confront creatures that live in the jungle, needs to correctly answer puzzled to proceed on the journey. Every puzzle answered gives the player some form of benefit/strength. Apart form the animals and creatures in the jungle, there are two gate keepers he has to confront. These gate keepers may offer to get him to solve a puzzle to gain access into the room they guard. They may also insist on fighting him to see how determined he is to fulfill his mission.

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 |  |  |  |  |
| 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 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 |  |  |  |  |