**Deep Space**

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Deep Space is an **adventure-puzzle** game that allows players to explore a spaceship while simultaneously solving puzzles to figure out a way to get off of the spaceship. The player overcomes puzzle-like obstacles, gathering resources for the next puzzles to solve, and getting past obstacles to fully unlock the escape pod room which then the user can use to escape with. The first scenario describes what happens when the player awakens from cygro-genic sleep and begins exploring the world, without encountering any complicated puzzles.

**Scenario “Exploring the in-Game Environment/ Getting familiar with commands”**

Essentially the player starts the game by entering the executable file name and then once the executable file is executed it will load the player into the first stage of the game, a map created via terminal.

When the user launches the executable file name, the user is prompted with a quick welcome

 Prompt, telling the user the goal of the game and how to exactly play the game. Once the user is comfortable with the controls of the game the user can type in “play” to begin the game,

The game begins to build the stages of the environment and begins to place the player at the start of the game. The stages of the game will be generated, and the user can begin to use the commands to start playing the game.  If the user ever forgets the controls of the game, they can always type in “help” which will open a list of the controls. Which can be seen for as long as you want until the user types “c help” which closes the list of controls. The main purpose of the game will be displayed at the top of the help screen as well to ensure that the user knows how to proceed with the game. The user will have the ability to type in the commands, QUIT, OPEN, EXIT, GO, LOOK, PROGRESS, PUT, INVENTORY, HELP, the program will accept these commands regardless if it is capped or not (It isn’t case sensitive).

The QUIT command simply quits the game, but before the quit goes through the user is asked if they truly want to quit the game. And if the user types YES, the game will exit, exiting the program. If the user types in NO, the game will continue. But when the player types the QUIT command a progress bar will also be shown to show the player how close they are to the next stage.

The GO command must be followed by a direction as well, for example, when the user types the command GO only the program will prompt the user GO where? So the way the user can traverse through the game is by typing GO followed by, N = NORTH, E = EAST, S = SOUTH, W = WEST, NE = NORTHEAST, NW = NORTHWEST, SE = SOUTHEAST, SW = SOUTHWEST, J = JUMP,  JN = JUMPNORTH, JE = JUMPEAST, JS = JUMPSOUTH, JW = JUMPWEST, JNE = JUMPNORTHEAST, JNW = JUMPNORTHWEST, JSE = JUMPSOUTHEAST, JSW = JUMPSOUTHWEST. These will be the main commands for doing any type of movement.

The OPEN command is used on doors, crates, or chests, so when the player is standing in front of a door and the user type OPEN, if the user has the key to the door or if the door requires no key the command opens the door (This applies to crates and chests as well). Which then the user displays to the user that the following item they tried to OPEN is either opened or locked.

 The LOOK command is used for the player to look around them, when typed it displays everything around the play from all of the following GO command directions.

The PROGRESS command simply displays the progress of the player and how many more puzzles they need to solve to activate the escape pod room.

The PUT command helps the player to solve some puzzles, so if the player obtains some item from a chest and that item is needed for something. The player can type PUT <direction> <itemname> which puts the item into the given location. And if it is valid it displays to the player that the item has been removed from the inventory and once it has been removed it cannot be obtained again. If it is not valid it displays to the player that item cannot be used.

The INVENTORY command displays all the items that the player has obtained from chests and crates. The player can type C INVENTORY to close the inventory and INVENTORY to open the inventory.

We hope to have all these features operational relatively quickly and with room for expansion such as AI or other such improvements and implementations. Other such implementations that may be improved upon consist of a potential GUI, or multiple playable characters, but these are longer term than not.

One other thing to note is that as of now we are still unable to get in contact with **Luca Giuseppe Cellamare**, and are as of now working as a 3-man group awaiting his arrival.