

# **GRIZZLY Interactive Studios**



## **S.W.A.T (Bomb Squad):**

### **Defuse The Bomb.**



\*Google image sourced

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## **1. Synopsis:**

The call has been made. The Special Weapons And Tactics Squad "S.W.A.T." has been called in. A bomb has been set in a local building and it is the players job to take control of the bomb squad engineer. With every choice the player makes the bomb ticks down, so it's up to the player to choose if they search the building for clues or search the building for the bomb first. In the end, the bomb is ticking. And it's up to the player to diffuse it in time or else GAME OVER.

## **2. Core Mechanics:**

- 1) Player will input choices to look, to take, to move, and to use.
- 2) The Building itself will be a vector array of locations to create boundaries for the game and to create an atmosphere for the player to read and hint if the room has clues or no clues.
- 3) The Player will have a vector array for their inventory to hold the clues found.
- 4) The clues to find will also be a vector array of items for the player to find and read once they found the bomb. If they have all the clues they may read the full code and input it into the bomb, if they only have partial clues it will show them the partial code to enter and leave the missing clues blank. If they choose to go straight for the bomb, they will have no clues and will have to attempt to defuse blindly.
- 5) The bomb will have a 'For' loop to increment the amount of turns that have been taken, once turns are maxed out the bomb explodes and its GAME OVER.

## **3. Objective:**

The objective is to have the player take control of a bomb squad engineer. Displaying a countdown until the bomb will explode, gives an urgency to the player to make calculated decisions. We want the player to feel excited about defusing the bomb, or feel an urgency to do so before the bomb explodes.

## **4. H.U.D.:**

- \*Display BackStory\*
- \*Ask Player What They Would Like To Do First\*
- \*Player Input\*
- \*Clear Screen\*
- \*Display Output\*
- \*Repeat Process\*

## **5. Gameplay Overview:**

The main gameplay will be to find the bomb and diffuse it. They will have the option to look for clues before attempting to defuse the bomb, but the bomb will continue to tick down and displays the amount of turns left until it explodes. So the urgency of decision making is crucial, do they look for clues to help them? Or do they go straight for the attempt?

## 6. Change Log:

Jonathan Parsons 08/30/2019	Bomb Code Input.	Added the code input function in the bomb class.	J.P.
Jonathan Parsons 08/30/2019	Bomb Countdown	Added the Countdown Display Function..	J.P.

## 7. U.M.L

