**Presentation:**

* Details of implementation (of code)
* Justification of design decisions
* Provide evidence why company should purchase game
* FULL DEMO OF GAME
* Highlight interesting features
* Make sure to state use of any third party content(Background music)
* Target audience- students(Motive of nights out)

**Interesting features:**

-5 different endings(including loss)

-the in game time is a countdown, decreased every time we travel to different locations

-local leaderboard(it makes it competitive)

-items dropped in random locations apart from locked and secret locations

-dynamic code(opening rooms, interacting with inventory, locational items with locks)

- use of bike which speeds up travel time(bike in the beginning of the game is locked, you have to find a key)

-secret path styled as an escape room with puzzles to solve

-player can run off to Maldives alone or with his lecturer, get back to normal life or live for the rest of his life hiding in the sewers

**Plan:**

1.Introduction, general theme, target audience **- Together**

2.Timed game-in game time which is reduced every time player travels, map and titles created with ASCII art, local leaderboard for every computer which is more challenging and drives player to repeat the game - **Ben**

3. Items are spawned in random open locations- there is dictionary of locations to which items are randomly assigned, locations that need to be open with key are excluded(key to bike lock is exception because it always spawns in our bedroom.

Inventory-pretty straightforward, player able to pick up and drop items.

Dynamic use of objects-some objects like wallet dynamically used, we can use them in inventory to get other items like money or receipt. On the other hand bike is not only locked and we need to find a key to use it but as well it cuts time of travel. Items like safe or phone box need password or coins to work which later on enables to possess other items or open doors. On top of that those mentioned items are locational so player cannot pick them up but he can use them. - **Francesco**

4. Dynamic code - it is reusable so there is room for improvement of the game and later modifications, functions like use\_item are flexible thus they are working only for specific case scenario, opening rooms – not all rooms at the beginning are accessible for the player which can be treated as basic side quest(i.e. find a key to get to your room and get access to your bike-not obligatory but cuts your final time), locked locations – variable that defines whether player has the access to certain place, using keys and passwords – makes game a bit more challenging, as well players have to use their brain cells to solve some puzzles - **Tom**

5.Secret path, escape room **- Michal**

6. Different endings, makes the game more interesting, innovative and drives player to play game couple more times just to discover different possibilities, 4 endings are winning, however not all of them give that much satisfaction for the player i.e. ending with hiding in sewer system - **Adrian**

Room will have:

* Projector
* Laptop (can use own)
* Python 3
* Pdf viewer
* Microsoft office
* NO MORE THAN 3 MINUTES ON SETUP

Submission:

* Emailed to kirill
* As zip “GameTeamXX.zip”
* Submit cover sheet: <https://docs.cs.cf.ac.uk/downloads/coursework/Coversheet.pdf>