

Lobby

LOBBY							
Previous Games:				High Score		Options	
Time	Status	Time	Status	New game		Resume game	
—	—	—	—	—	—	—	Back
>	—	—	—	—	—	—	—

cursor →

MOVEMENT [W][A][S][D] [F] Choose [H] Help [Q] Quit

↓ or arrows
moving cursor around

↑ choosing a game
will move cursor to options,

option to label each records
a number ([1]) and allow use
to input 1)

GAME UI

HP: -- / 100	Fragments: -- / --	Time 00:00
ROOM NAME/ID & Item Chance (1→5)		
MESSAGE / ACTION		
When moving to a wall: message = "a wall alarm triggered" When moving to a door: message = a closed/opened door inside a room: message = "there's an item " there's a trap! A new drone has been deployed" " you found a fragment/acid"	10x10 grid with icons (see Help) see sample map view down below	
[W],[A],[S],[D] Movement	[E] Enter / Leave Room	[F] Pick Up Item [H] Help Menu [G] Lobby
↓ or Arrows	↓ Enter if outside Leave if in a room	

Help

HELP MENU	
Movements:	[W] UP [A] Left + [S] Down [D] Right
Interactions:	[E] Enter / Leave Room [F] Pick Up item [Q] Quit / Exit to lobby
Icons/Symbols:	[Heart] Medkit [Open Door] Opened door (entered/discovered) [Player] Player [Closed Door] Closed door (unentered/unexplored) [Fragment] Fragment [Wall] Wall [Drone] Drone [Blank Cell] Floor tile // Blank cell
[B] Back	[Q] Lobby

↓ White space

Win

Escaped
Stats
Fragments retrieved: -- / --
Drones triggered: --
Traps triggered: --
Time taken: -- : --
Health remaining: -- / 100
[N] New game [M] View final map [Q] Lobby

↓
Sample map view without fog
and all rooms revealed

Defeat

Failed
Stats
Fragments retrieved: -- / --
Drones triggered: --
Traps triggered: --
Time taken: -- : --
Health remaining: -- / 100
[N] New game [M] View final map [Q] Lobby

↓
Sample map view without fog
and all rooms revealed

10x10 Map

The game will only display 10x10 map,
other parts will be covered by a
blanket of fog a be revealed when
moving there

A			█								█
B	█	█			█	█					█
C		█						█			
D			█		█				█	█	
E	█		█			█	█	█	█		
F				X	█					█	
G		█				█	█				
H		█							█		
I	█			█		█					
K	█				█					█	
	1	2	3	4	5	6	7	8	9	10	