

## Lobby

LOBBY					
Previous Games:		High Score		Options	
Time	Status	Time	Status	New game	
—	—	—	—	Resume game	
—	—	—	—	Restart game	
—	—	—	—	Back	
MOVEMENT [W][A][S][D] [F] Choose [H] Help [Q] Quit					

cursor →  
 ↓  
 or arrows  
 moving cursor around

↓  
 choosing a game  
 will move cursor  
 to options,

# option to lobby 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		
<div> <p>               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/head"             </p> <div> <p>10x10 grid with icons (see help) see sample map view down below</p> </div> </div>		
[W],[A],[S],[D] Movement [E] Enter / Leave Room [F] Pick Up Item [H] Help Menu [Q] 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/Symbol: <table border="0"> <tr> <td>[♥] Medkit</td> <td>[□] opened door (entered/discovered)</td> </tr> <tr> <td>[X] Player</td> <td>[■] closed door (unentered/unexplored)</td> </tr> <tr> <td>[📄] Fragment</td> <td>[■] Wall</td> </tr> <tr> <td>[🚁] Drone</td> <td>[ ] Floor tile // Blank cell</td> </tr> </table>		[♥] Medkit	[□] opened door (entered/discovered)	[X] Player	[■] closed door (unentered/unexplored)	[📄] Fragment	[■] Wall	[🚁] Drone	[ ] Floor tile // Blank cell
[♥] Medkit	[□] opened door (entered/discovered)								
[X] Player	[■] closed door (unentered/unexplored)								
[📄] Fragment	[■] Wall								
[🚁] Drone	[ ] Floor tile // Blank cell								
[B] Back	[Q] Lobby								

↓  
 white space

Win

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

Sample map view without dog  
and all rooms revealed

## Defeat

Failed

Stats

Fragments retrieved: -- / --

Drones triggered: --

Traps triggered: --

Time taken: -- : --




































Health remaining: -- / 100

[M] New game      [M] View final map      [G] 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										
G										
H										
I										
K										
	1	2	3	4	5	6	7	8	9	10