**Escape Room First Scenario**

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In this game, named Escape Room, players will be tasked with various puzzles that must be solved in order to escape the room they are in. Players should at some point be able to interact with a fixed amount of items layed around the room in order to put clues together and gather more information towards the puzzle's answer. This first scenario will describe what occurs when the player/players creates an account, picks between single player and multiplayer, and explores the room without interacting with any items.

For this implementation, it should be possible for the player to choose between playing a single player game, or join a lobby to play alongside other players, and they can also host a lobby if they wish to invite other players. For multiplayer, some form of communication between players should also be possible, either through text chat or voice chat.

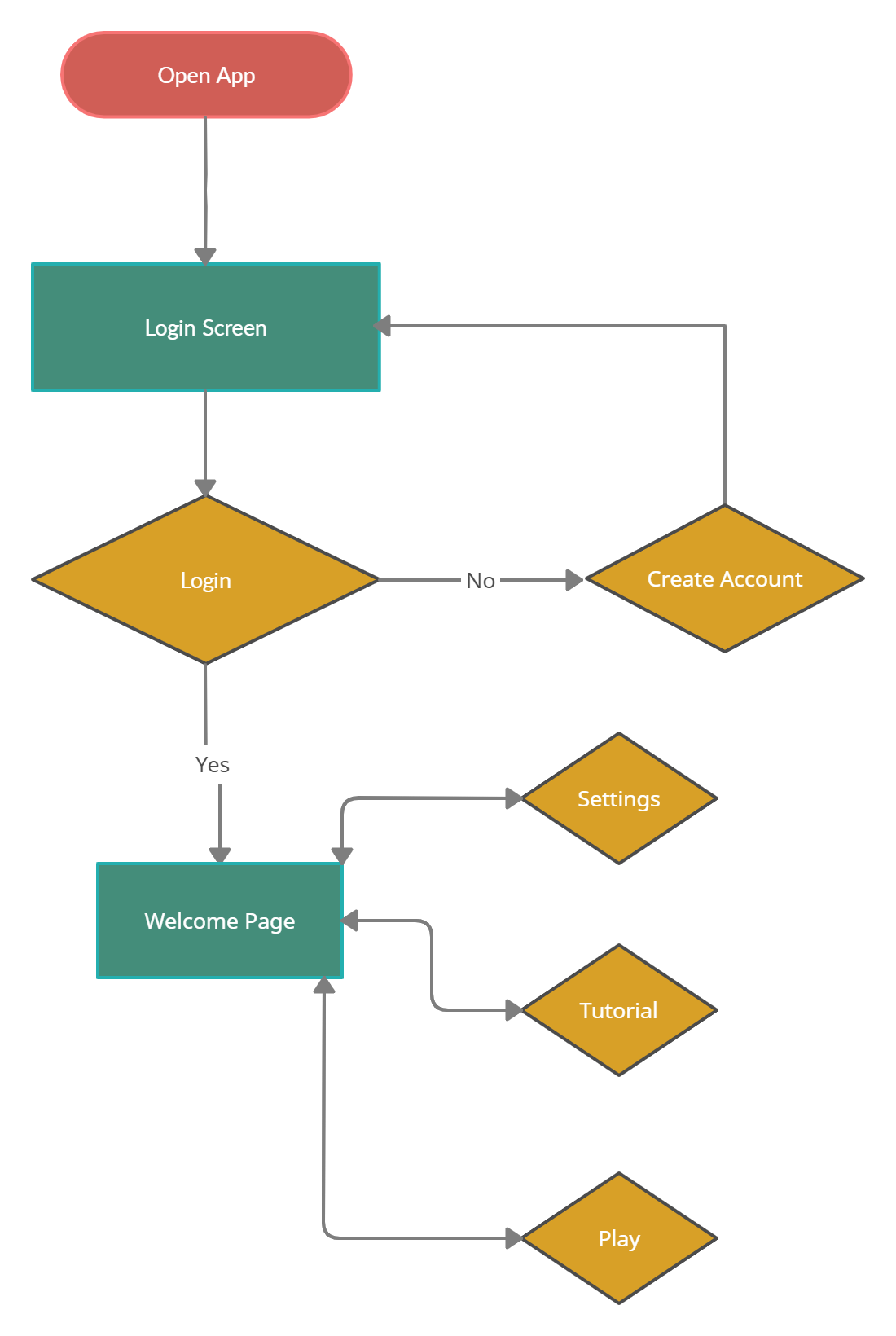
**Scenario “Single and Multiplayer Mode”**

When the player first starts the game, they will be prompted with a login screen where they can either enter their account information or they can choose to create a brand new account. Once logged in, they will be taken to the main menu of the game.

Within the main menu, the player will have several buttons on display that will allow them to choose between playing single player or multiplayer, or simply exit the game. If they choose to play single player, the game will automatically take them into the game and they will begin playing.

The multiplayer button will take the player to a third menu screen where they will have the options to create/host a lobby or join an already existing lobby. A list of already existing lobbies will be displayed to the player and they will be able to join any public domain. The player will join a lobby by clicking the join button next to the lobbies name. If the player creates their own lobby, they will be taken to a pregame lobby where they will be able to send invites to their server. Once the lobby is full, the host will be allowed to start the game.

The gameplay for this first implementation of the game will only allow the players to move around the world and explore the environment. They will use the standard PC movement keys (W, A, S, and D ) on their keyboard to move their character around the world. There will be no puzzles implemented at this time and the players won’t be able to interact with the entities in the world whatsoever.

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