

# BLOCK 2 Project

## Additional presentation

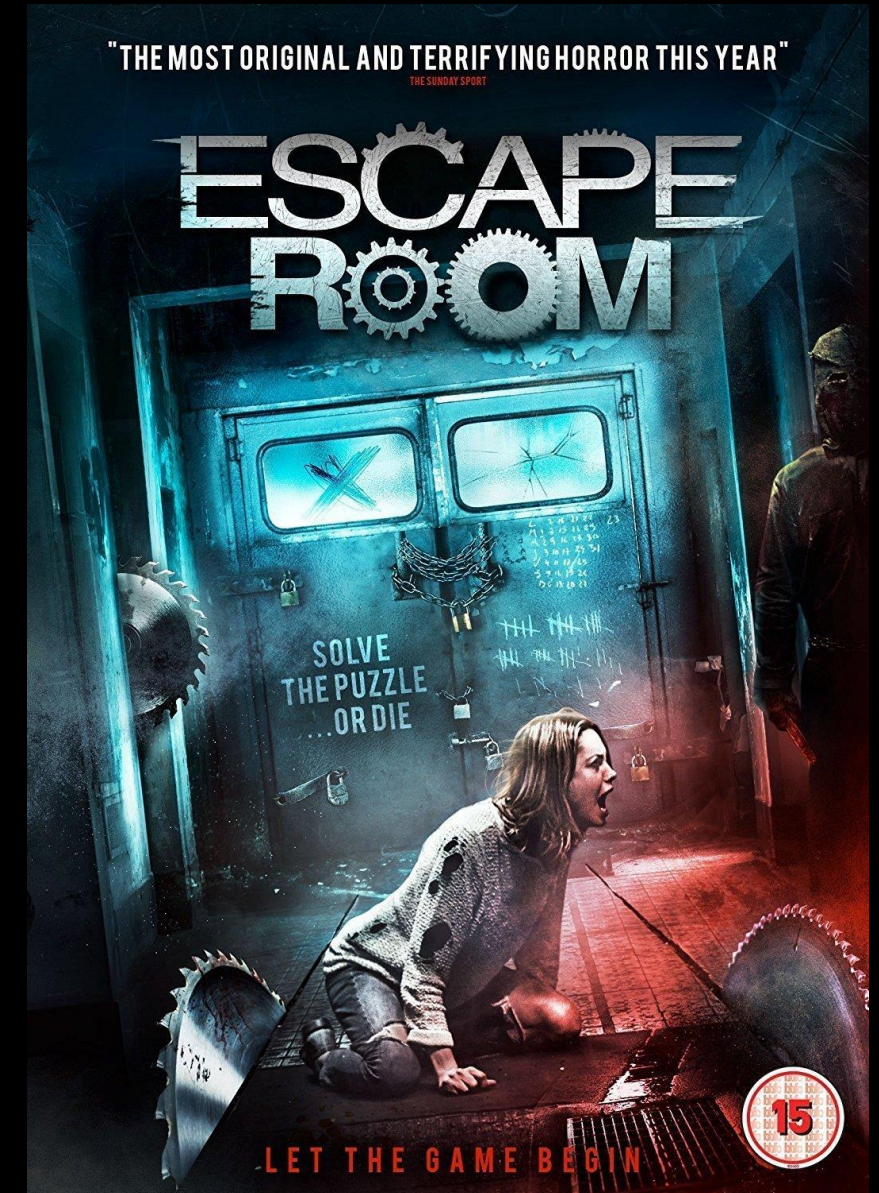
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# Includes:

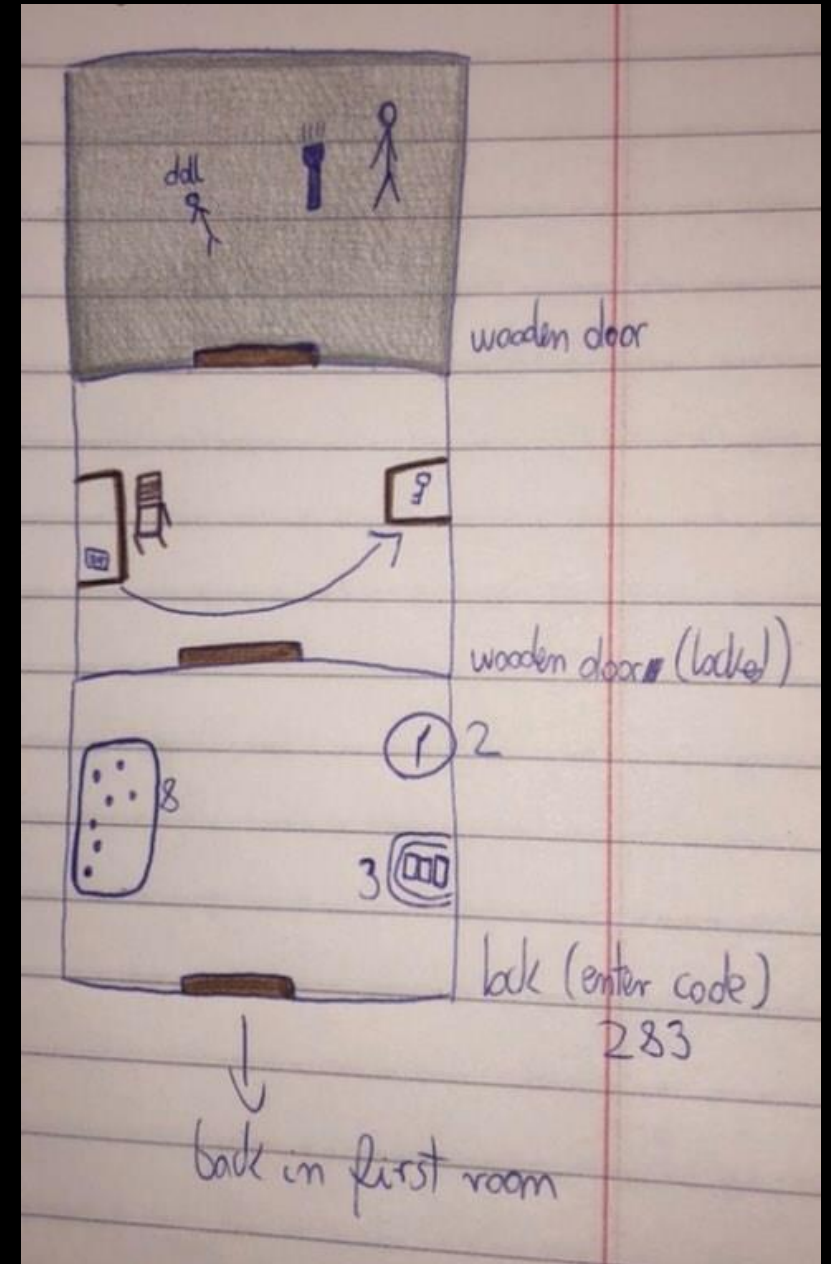
- design process and design decisions
- top-down design
- pre and post conditions
- description of user's needs

# Design process

Inspired by a movie "Escape room" and a game "Doors" + own experience of participation in an escape room puzzle.



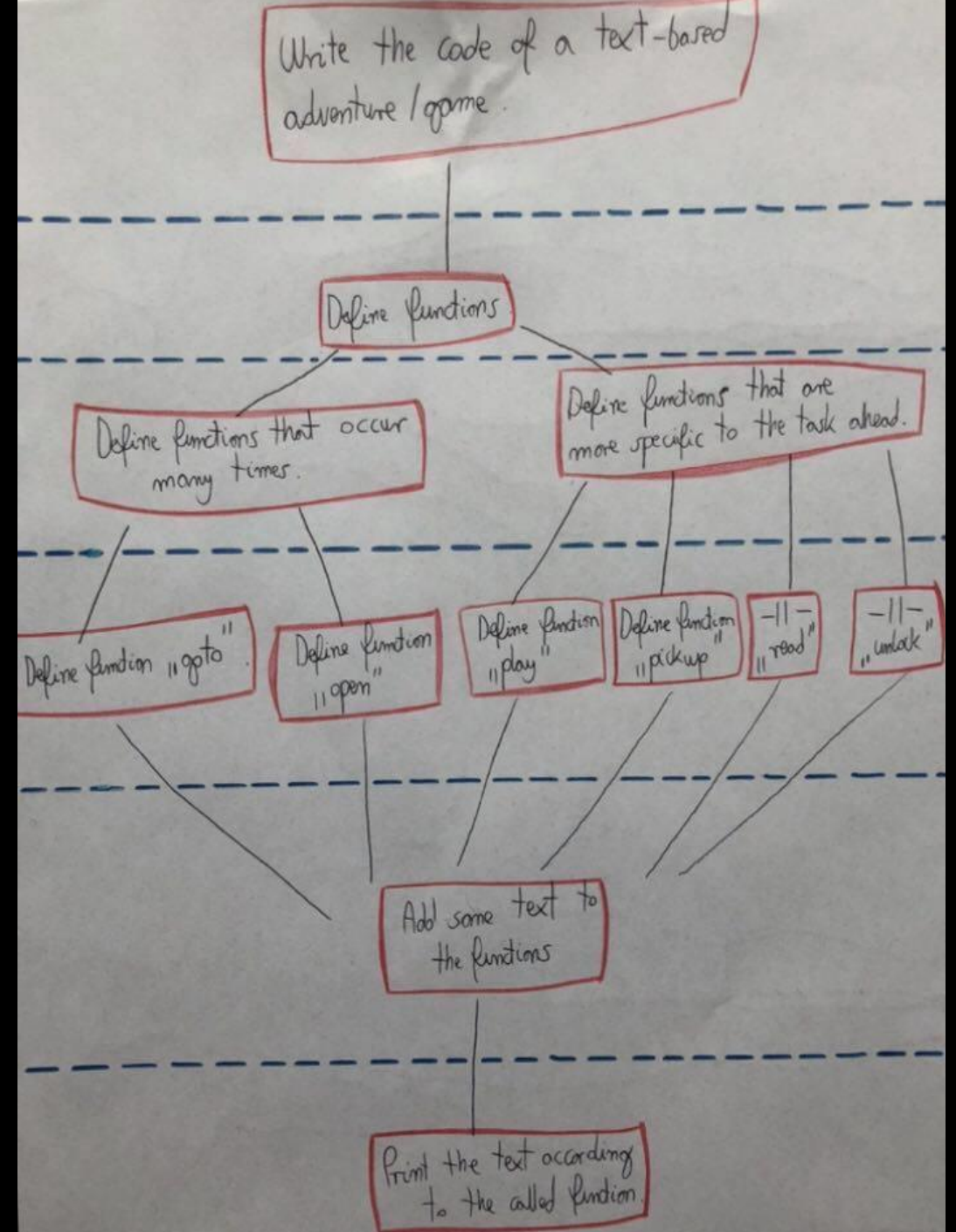
Thinking about the idea of designing multiple rooms as opposed to only one and drawing the visual representation of rooms, objects and creating simple puzzles along with the plot.





# Top-down design

Thinking about necessary steps and breaking down the general idea into separate parts (subtasks).



# Pre and post conditions

Preconditions:

X = string

N = number

The callback function  
has to be created for the  
button to start the game.

Postconditions:

When x is indeed a string, the  
functions evaluate all the text  
required to understand the further  
steps in the game.

When n is instantiated with a number  
the function "enter" is evaluated  
properly and the player moves further  
in the game.

After clicking the "button1" in the GUI  
the function is evaluated and a player  
can start the game.

User's needs



- user (player) needs a tutorial of some sort or a set of instructions to get the gist of how to play the game
- user expects captivating and interesting story, presumably with some plot twists
- user expects reasonable solutions to work
- players expect direction, they want to know what is their purpose in the game
- players want to accomplish tasks incrementally to feel sense of progress