

# Puzzle Platform Scenario

**Group 13 - Cecilia Avila, Eugenio Perez, Kaveesha Weerasiri, Adrian Zavala**

The platform game will have players complete puzzles while performing basic platforming in order to complete a level. The first scenario will have a player that can move around in an environment while trying to obtain a key to open a chest.

## **Scenario “The First Level”**

Invader of the Void is a puzzle side-scroller, the initial room will introduce the game’s mechanics. Mechanics include moving, jumping, interacting with objects, and collecting items. It will also introduce the timer, encouraging the player to complete the level faster as to get more points. These points will be stored into the database once the level is complete.

There the user will be greeted with a start screen and a logo. The start screen would have a background image and some background music as well.

Once the user starts the game, they can move with arrow keys on the keyboard (up, down, left, and right). The screen will have different buttons such as exit and help. The help button will pull up a screen that informs the user what different movements they can perform and what the objective of the level is.

The room the player spawns in will have a lever with a big arrow pointing down. The user will be able to pull the lever to advance to the next portion of the puzzle, or they can explore the room. Should the player choose to explore the room without pulling the lever, what they can do is severely limited. They can jump onto a platform that has the exit door, but it will be locked. They can go to the other side of the room, but there will be a wall blocking their path. Upon pulling the lever, a wall next to the player will turn into a shelf containing a key.

At this point, the user can turn the lever again, hiding the wall once again, but that will just stall progress until the user brings back the shelf. They can inspect the shelf, and the key to the exit will be added to their inventory. Upon having the key in their inventory, the user may continue to pull the lever to hide or reveal the shelf without consequence since they have the key in their inventory.

The user can then jump onto the platform with the exit, and interact with the door, this time it will open since the user has the key in their inventory. Upon exiting through the door, the user proceeds to the next level, where more difficult puzzles await.

## Scenario: The First Level

