

- المكرمشة:
- =====\*try to study as much as can be for one object, then build the rest of objects
- We need to see how we can use a physics engine !!?
  - this commands are :
    - \* open: Opens a multimedia file or device and assigns it an alias name.

## المكرمشة:

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1. high level of abstraction for main modules (objects)
  2. how those module might interact (talk to each other ?)
  3. the whole flow of the game (**Flow chart**)

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===== -\*try to study as much as can be for one object, then build the rest of objects

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- first approach for one meet the the other for another meet\*

### MAIN OBJECTS:

- house->some objects within the house
- scary faces
- Granny
- KEY (different sizes)
- 

### TODOS:

- Separate objects from house (Texture and physics of the game )
- Physics Engine

problems:

- granny paths
- collision ?
- download tools and drawer

# We need to see how we can use a physics engine !!?

| Objects and important questions         | Description   | Importance | Logic  | Scenario | Assigned to whom |
|---|---|------------|--|----------|------------------|
| Granny (movement)                       | 🤖 can be implemented as Non playable character (NPC) or just static | ✓          | <ul style="list-style-type: none"> <li>- movement</li> <li>- catch</li> <li>- animations</li> <li>-</li> </ul> |          |                  |
| ** House**                              | Can we use the house.obj as a whole or make everything alone.       | ✓          | <ul style="list-style-type: none"> <li>- Textures</li> <li>-</li> </ul>  |          |                  |
| The Boy (and the Cage he is trapped in) | prisoned in the cage in the hidden room 🤖                           |            | <ul style="list-style-type: none"> <li>- Face expressions(change face image)</li> </ul>                        |          |                  |
| Granny Vs Objects.                      | Interactions between objects and each other                         |            | - Collision  |          |                  |

| Objects<br>and<br>important<br>questions   | Description   | Importance  | Logic | Scenario | Assigned<br>to whom |
|--|---|---|-------|----------|---------------------|
|  | -> How can<br>we make<br>granny come<br>to me if i<br>make a<br>noise in the<br>game () |   |       |          |                     |
| Game<br>Music  | How can we<br>set the game<br>music for<br>each<br>situation and<br>for each case       |   |       |          |                     |
| Game<br>Scarry<br>Faces  | Class<br>scareMe;   |  |       |          |                     |
| How to set<br>timer and<br>track the<br>timer at<br>each<br>frame to<br>check<br>GameOver<br>Condition | GameOver<br>condition   |   |       |          |                     |
| COINS  | random coins<br>in the house  |   |       |          |                     |

| Objects<br>and<br>important<br>questions          | Description   | Importance | Logic                             | Scenario | Assigned<br>to whom |
|---|---|------------|-----------------------------------|----------|---------------------|
|   | once player<br>step on it he<br>will take it  |            |                                   |          |                     |
| key   | Random keys<br>hidden in the<br>house one of<br>them is the<br>required one<br>to open the<br>Door<br>and a one for<br>the cage.        |            | - one for house<br>- one for cage |          |                     |
| door  | exit door<br>(winning<br>condition) -><br>the door<br>cannot open<br>until i found<br>its key so<br>obvious but<br>also the cage<br>key |            |                                   |          |                     |
| house-<br>>some<br>objects<br>within the<br>house |   |            |                                   |          |                     |
| Player  | Me  | ✓          | - carry                           |          |                     |

| Objects<br>and<br>important<br>questions | Description | Importance | Logic  | Scenario | Assigned<br>to whom |
|--|-------------|------------|--|----------|---------------------|
|  |             |            | <ul style="list-style-type: none"> <li>- dead ?</li> <li>- camera</li> <li>- movement</li> <li>- hide ?</li> <li>- drop ?</li> </ul> |          |                     |

| Tasks   | Description | Assigned to<br>whom |
|---|-------------|---------------------|
| 1 - <b>Granny</b> (ghost ?) +   | -           | Shredan             |
| 2 - Player+ Light   | -           | Kiro                |
|   | -           |                     |
| 3 - Objects (keys,tools, .....etc) + House (Textures)<br>+ Text_instruction | -           | Nada                |
| 4 - Collision + Music + Scarry Faces  |             | Khaled              |

| System | Description  | keyWords   |
|--------|--|--|
| S1     | <ul style="list-style-type: none"> <li>- check for distances between objects</li> <li>if player is in the region of danger he is captured</li> <li>- check if player is too close too object to be able to carry it</li> </ul> | <ul style="list-style-type: none"> <li>- Capture tool</li> <li>- Caught by granny</li> </ul> |
| S2     |  |  |

| Music  | How to use it  |
|--|--|
| - implemented using mciSendString which is a function in Windows API and is used to send command | mciSendString("command PATH",<br>NULL, 0, NULL);<br>takes variety of commands to control |

## Music

## How to use it

strings to control multimedia devices and services.

multimedia devices and services in Windows

we should call it first with command open and file path to open the audio file then call function again with the needed command and options

## this commands are :

\* **open**: Opens a multimedia file or device and assigns it an alias name.

- **close**: Closes a multimedia file or device.
- **play**: Plays a multimedia file or device.
- **stop**: Stops playing a multimedia file or device.
- **pause**: Pauses playback of a multimedia file or device.
- **resume**: Resumes playback of a paused multimedia file or device.
- **seek**: Seeks to a specific location in a multimedia file.
- **set**: Sets various properties of a multimedia device or service, such as volume or playback speed.
- **status**: Retrieves the status of a multimedia device or service, such as the current position of playback.