INITIAL PROJECT SPECS

NAME: Jaden, Billy, Brian

PROGRAM OVERVIEW:

Side scrolling horror game which takes place on the stranded ship, *the* *Zodiac Fortune*, where the player must discover what happened and save anyone left alive. The program forces the user to go through an intense set of spooky event(s).

DESCRIPTION OF USER INPUT:

* The player will use the arrow keys to move the character through a series of rooms and corridors.
* The player will attempt to avoid encounters with a mysterious entity.
* The space bar will allow the user to interact with certain objects.
* The player’s objective is to restore the power in the engineering room, when this condition is met the player has won.
* The player will have a flashlight as their only tool to investigate their hostile environment.

DESCRIPTION OF PROGRAM OUTPUT:

* The user’s character will move across a 2D plane to the end of the level.
* The mysterious entity present on the spaceship will stalk the player and attempt to kill them.
* Various scripted events will startle and spook the player. Examples include:

- (\*Spoilers\*) Observation Deck: Introduces player to the monster, kills off the co-pilot.

- (\*Spoilers\*) Engineering Deck: Jump scare when the lights come back on.

* The program will output a variety of spooky noises and music as a tool to enhance the mood of the game.
* When the player is caught by the monster, the game will end.
* An Objective window with an objective to complete in the window.
* The program will have cinematic sequences at specific points in the program.
* After the win conditions are met, the program will display a win screen and credits will display.

STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT FILES

The starting x and y positions of the monster and player.