**Game Logic - explained**

what this document will cover:

* Gameplay
* Map layout
* Error handling
* Program logic

**Gameplay:**

controls:

* Movement: WASD to walk around and ‘space’ to jump
* Camera: move the mouse the direction you want to look
* perspective: First - Person view

Gameplay:

When the player spawns they will see the map and text at the top left of their screen saying “go up to patient”. They will also notice a floating 3D arrow pointing to the patient.  
  
After they approach the patient the text at top left will change to “Perform CPR on the patient” and whenever they’re close to the patient text will appear at the bottom middle of the screen saying “Press E to CPR”.   
  
Once the player presses E near the patient, the CPR minigame will start. You can read what happens there in our CPR logic document.

After the CPR procedure is done, the player will be informed whether they won or not (depending on the patient's health) and the program will close.

**Map layout:**



* walls
* Floor
* Text: blueprints or components

This is how the map looks like at spawn, the player can move around and the arrow is dynamic, meaning it always points at the patient from the player’s perspective.

**Program logic:**

**Program start:**

1st step:

* Load map
* Load character blueprints

2nd step:

* create text widget
* change text widget’s content

3rd step:

* Add arrow blueprint

**Player approaches patient:**

* change text widget content
* add new text widget
* change new text widget’s content

if player goes away from patient:

* Remove new text widget

**Player presses E (near patient):**

* Start CPR event

CPR ends:

* check if patient is alive

True:

* Tell player he won

False:

* Tell player he lost

**Close program**

**Error handling:**

We’re doing our best to cover all possible bugs and provide user friendly error messages and controlled crashes.

Currently, error handling includes checks for missing assets and failed blueprint loads. Logic faults may not be covered.