Week 6 Project:

Description:

In this game, the protagonist of the game has a flashlight that has a limited range of light. The player is in a dark theater. The only way to escape the theater is by opening the electronic doors of the theater whose code is spread around the theater in fragments. The player comes across some monsters while trying to look for the codes. The protagonist will die if caught by these monsters. However, the protagonist does not have any resistance and can only light up a certain area in the minimap to view the number and dynamics of the enemies in this area.
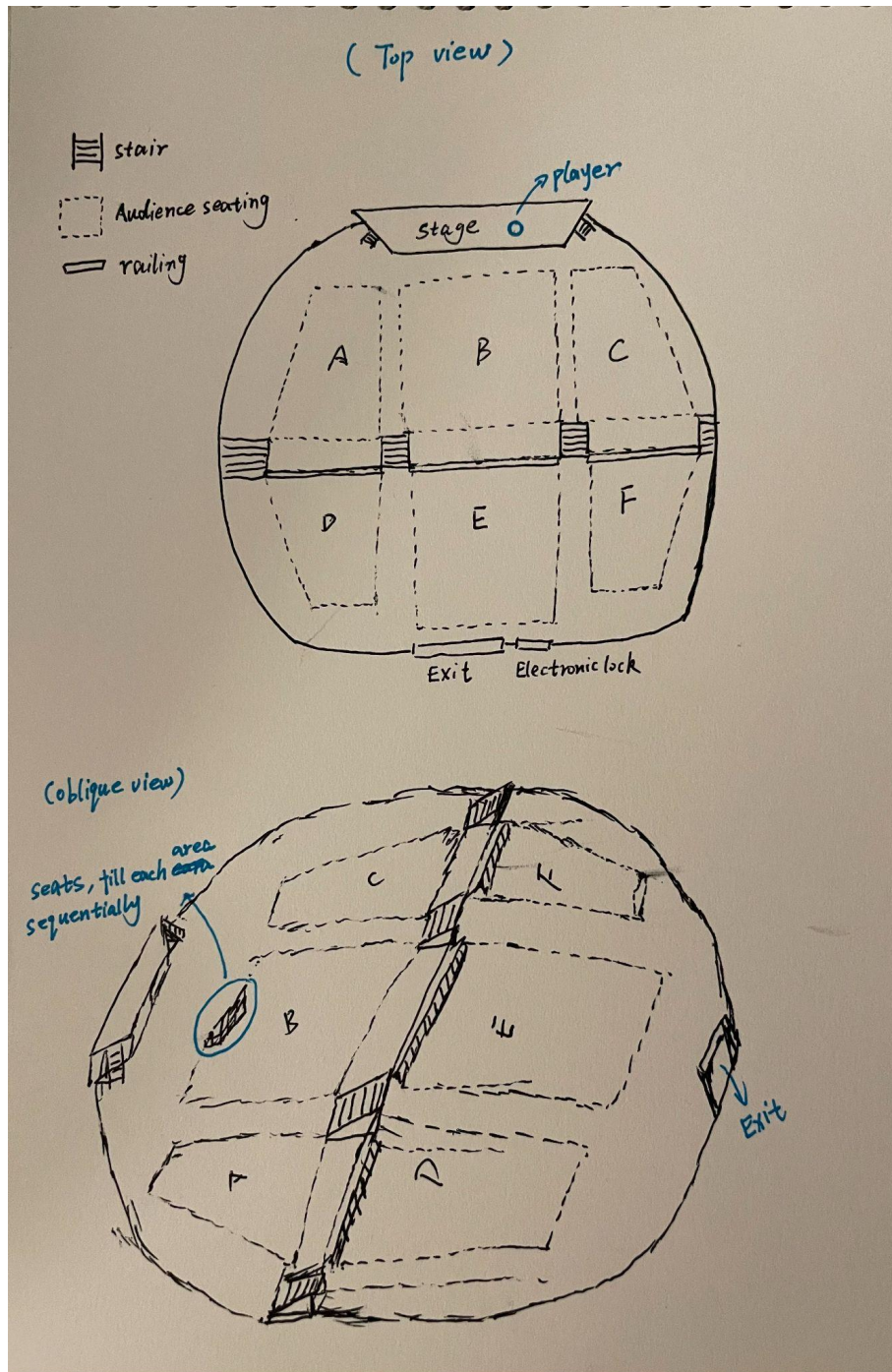
Design Problem:
For a player to see in the dark parts of a mini-map, they need to place an item that illuminates the area for some time but there is no way to know which player placed the ward. Also, the player who placed the ward should have some advantage over the others for taking an extra risk to enter enemy territory to place it.

How your pattern applied to the design problem:
Many games have special items in the inventory to light up a specific area for the player and the team. This helps the players to watch over that area without going there. This is very important as it helps the player and the team to know the whereabouts of the enemy team and also gives an idea of which type of enemy is dwelling in that particular area.

Sketches

(Top view)

- ▦ stair
- ▢ Audience seating
- ⬭ railing

stage → player

A   B   C

D   E   F

Exit   Electronic lock

(oblique view)

seats, fill each area sequentially

C   K

B   E

A   D

Exit

Annotated Screenshots: