Neel Rana

Requirements Document

**Methods:**

**These following Methods are all tools:**

/\*

flashlightOn = this method is called in the main class when a user selects to turn on flashlight to help guide them through their search for the exit.

\*/

public static void flashOn(){

}

/\*

flashlightOff = this method is called in the main class when a user selects to turn on flashlight to help guide them through their search for the exit.

\*/

public static void flashOff(){

}

/\*

usePliers = This method is used in the main class and allows the player to take out pliers and use them when needed throughout the gameplay.

\*/

public static void officeRoom(){

}

/\*

useKey = this method will be called in the main class several times when the player needs to open doors in their path. Different keys will only work on certain doors depending on level.

\*/

public static void useKey(){

}

/\*

getKnife = This is a method that allows the player to pick up a knife so they can put it in their pocket or bag to use for later when they need to cut something.

\*/

public static void getKnife(){

}

**These following methods are all functions and actions:**

/\*

openDoor = use d in the main class, once the player reaches a door that is unlocked they have the ability to open the door by calling this method.

\*/

public static void openDoor(){

}

/\*

turnRight = This is a method that allows a player to move within a given map, they can turn right. This method will be called from the main class.

\*/

public static void turnRight(turnR){

}

/\*

turnLeft = This is a method that allows a player to move within a given map, they can turn left. This method will be called from the main class.

\*/

public static void turnLeft(String turnL){

}

/\*

goUp = This is a method that allows a player to move within a given map, they can turn right. This method will be called from the main class.

\*/

public static void goUp(String goUp){

}

/\*

goDown = This is a method that allows a player to move within a given map, they can turn right. This method will be called from the main class.

\*/

public static void goDown(String goDown){

}

/\*

openBrokenfloor = This is a method that is called in the main class that will be called only when they use another tool, once they call this method the broken piece of floor will be opened and the items inside will be revealed.

\*/

public static void officeRoom(){

}

**These following methods are all Rooms in the gameplay:**

/\*

atMysteryroom = This method is used in the main class, it will allow the player to enter a new level or playing map by entering the Mystery Room. This method displays different options unlike the last room.

\*/

public static void mysteryRoom(){

}

/\*

atOffice = This method is used in the main class, it will allow the player to enter a new level or playing map by entering the Office. This method displays different options unlike the last room.

/\*

public static void officeRoom(){

}

/\*

atBedroom = This method is used in the main class, it will allow the player to enter a new level or playing map by entering the Bath Room. This method displays different options; players have the ability to find new tools.

\*/

public static void bedRoom(){

}

/\*

atKitchen = This method is used in the main class, it will allow the player to enter a new level or playing map by entering the Kitchen. This method displays different options unlike the last room; players can find new tools to use

\*/

public static void kitchen(){

}

/\*

atSupplycloset = This method is used in the main class, it will allow the player to enter a new level or playing map by entering the Supply Closet. This method displays different options unlike the last room.

\*/

public static void supplyCloset(){

}

/\*

atMainlobby = This method is used in the main class, it will allow the player to enter a new level or playing map by entering the Main Lobby. Once the players reaches this point they can exit the game and the method will break the loop with a ( break;)

\*/

public static void Mainlobby(){

….. break; //game loop ends, player wins

}

/\*

atBathroom = This method is used in the main class, it will allow the player to enter a new level or playing map by entering the Bathroom. This method displays different options unlike the last room, players can find new keys and tools to use.

\*/

public static void bathRoom(){

}