Team Noob

Requirement Document

1. API document for methods:

Class: Alex (main character):

Alex.Getsmallkey; // the methods for our main character to get stuffs or looking at stuffs

Alex.Lookatbox;

Alex.LookatWeddingPhoto;

Alex.GetBrush;

Alex.LookatMountain;

Alex.Getroomkey;

Alex.LookatGlobe;

Alex.GetHammer;

Alex.GetCable;

Alex.LookatTelevision;

Alex.LookatComputer;

Alex.LookatPhone;

Alex.LookatTombstone;

Alex.Getfragment0;

Alex.Getfragment1;

Alex.Getfragment2;

Alex.Getfragment3;

Alex.Getfragment4;

1. How each class will interact with each other:

The EscapeRoom class can call methods from Alex to make the the character to get those stuff and change the boolean to true after the character get the stuff for example:

System.out.println(“There is a small key, do you want to take it”);

if ( answer.equalsIgnoreCase (“yes”) ) {

Alex.GetsmallKey;

}

In addition, the main class which is EscapeRoom will also call up the method in Alex to see if the user have the item that will be need for certain action:

If ( Alex.GetsmallKey == true ) { ...

}

Mainly, we will use lots of if in the main class to make it easier for our programming and debugging. Also, “if” is easy for us to get directly feedback from the user. Besides, We will use try and switch to make the character to go from one room to others. The switch method will “listen” to the user’s choose and make the character go to correct room.

1. Overall Program Flow:

The game will start when the user choose yes in the question in the beginning: “Do you want to play”. If the user type yes, the game will begin while if the user types no, the game will end. This game will end after the player finish beating the final boss. In the beginning of the game, there will be a background introduction for example our main character: Alex wakes up in his bedroom and he hears someone call him to go outside so he get up and prepare to go. After that, player can control Alex to find the way to go outside. As Alex wake up, he will notice that there is **a picture of mountain**, **a globe**, a giant picture of his lover and **a** **wedding photo** which will be used later. At that moment, Alex can choose to go to three different room by using the try can switch method: **Living room**, **Bathroom** and **Cloakroom**. For choosing the Living room, Alex can find **a small key** on the ground. This small key will also be used later to open the living room door to hallway. Alex can find **a brush** to cleanup the wedding photo in bathroom. He can also find **a safe** in cloakroom that require a password. The password is **the date of their wedding** which is written on the wedding photo. The player need to clean the photo with the brush to get the correct password. In the safe, he will get a **room key** to unlock the door and go outside. When the user want to do so, Alex will hear his lover call him that it is too late, they may want to go outside. Then the first day end.

The second day coming, this day Alex cannot go outside either, instead he can interact with **the globe** which he cannot interact in the first day. By interacting with the globe, the player can **get into the third day**, or he may have the second day again and again( while loop).

The third day is pretty important, when Alex get up, his love said she will goes out. Alex will try to stop her so he get to the living room and find the door is locked, he can use either **a** **hammer** near the door to open it or **the small key** or **the room key**. The program will ask the player which to use, if the user want to use room key, nothing will happen. If the player choose use **hammer**, the door will break and he can go out but he will be hit by the front door in the hallway that was closed by his lover. Alex will lose conscious and goes to day 4. If the user choose to use **the small key,** Alex will be stumped by the hammer and lose conscious which will led Alex to get into day 4.

In the forth day, Alex find that he is in living room instead of hallway. There are three chain in the door and each are written: **Television**, **Computer** and **Mobile Phone.** Television and **Computer** can be found in **living room** but Computer require a **cable** to connect to the Internet. The player will search the room to find the **cable**. The **cable** is in the **cloakroom**. **Mobile phone** is in the **bedroom**.After interact with three device, three chain can be unlocked and Alex can get to the hallway. If player choose to use **hammer** to break the door at Day 3, he can go out directly, if not, the player need to use the **small key** to open the door. After Alex goes out, he find her wife’s grave. Actually, her wife has died for long. The player can control Alex to interact with the **tombstone** to get the memory of Karazhan. Alex will suggest the player to go back to his bedroom to continue. After go back to bedroom, player can use the **hammer** to break **the picture of his lover.** There is a secret room behind it. In that room Alex can find a **Soul fragment** which asks player to bring other four back. Then there will be 4 portal appear. Each portal led to a new room: basement, opera hall, library and the banquet hall. There will be a **soul fragment** and player need to collect them all to continue the game. Taking back those **four fragments,** there will be a new portal that take Alex to a **Tower.** At the top of that tower, there will be **a final boss**, the boss will have 100 hp in all and Alex will choose to hit the right arm or left arm. Hitting the left arm will give boss 20 damage while hit right arm will give boss random damage from 10 to 35. There will be a for loop which will end when the boss dead( hp<=0). After beating the boss, the game finally end and we will output the hitting times the player used to beat boss. Based on different times, player will get different title.