Story 1 – quest

* Identify actors – player wants to navigate to next room because I’ve finished this one, other actors would be other autonomous players.
* autonomous bots – clarify if bot can be a ghost player (without a purpose?)
  + Playing in each room – answer problems on a timer and try and beat the bot, and able to see number of questions bot has answered but no the bots answers, green ticks on the side
* Questions/ problems – randomise, difficulty levels?
* Villains – the evil wizard, jeff, has caught you, you need to solve these problems to escape the dungeons. Evil villain will only let one player out of dungeon and only the fastest escapes.
* Gameplay – start, 1st room, decision point of direction in maze to different rooms (decision trees), collect time tokens in each room. End of level game use time tokens collected to give time to play end of level game. Need time feedback, score feedback and token feedback
* Currency – certain amount of time per game, all time left over from each game can be used together as time for the final game. So residual time from previous games =. Total time for end of level game.
* Who are our target users?

USER STORIES

* As a player I would like to see a story to begin my quest (set the scene)
  + Pushed through doorway into a dark room, room lights up, see a prisoner to your right, and evil wizard says mwahaha you filthy rats, you have 30 secs to solve my ingenious math quiz.
* As a player, would like to see progress of other players.
* As a player, I would like to finish a room as quickly as possible to retain my sand (i.e. reward)
* As a player I would like to see my progress throughout the levels, so I know how much further I need to go to finish the game
* As a player, if I didn’t have any progress within 5 mins, I should receive a hint from a dobby type character
* As a player, I would like to see the evil wizard at the beginning of each challenge, explaining what I need to do escape.
* As a player, I would like to choose my own character, and choose who I am competing against
* Two end scenarios – one for if they don’t complete the end game “hah you’re trapped forever”. The other if we win and escape “grrrr, I’ll get you next time”

SCRIPT of PITCH

Narrator – set the scene, giant dungeon diff rooms, end level

Overall character – wizard voice, TIM

Input output – screen context from pov

Story 2 – shooting

* Top down maze (similar to pacman)
* Aim to get out of maze – maze structure changes as you play like in harry potter 4
* Several levels, several different mazes.
* Actors – you, cpu (program in a behaviour instead of a set route, provides random element)
* Obstacles – moving walls, and rats and spiders webs
* Spiders webs – in places where walls used to exist. (Like pacman ghosts)
  + to break put run back and forth 3 times to get through (time consuming) or have it so it can be shot down.
  + Rats – can be shot at
  + Bats – slow you down
* Certain number of lives per player so life indicator needed– guarantees competition is not wiped out early on
* Defence weapon - stones, pressing down to pick up stones and throw at rats, spider webs (time consuming)

PITCH – point of view pitch

* Plan view maze action game
  + compete against another player/ bot to get to exit of dungeon
  + In maze you have spiders webs and rats, throw stones to kill them to slow you down
  + Aim is to beat bot/other player, if they exit first you lose, if you beat them combo of points scored for killing rats and points for completing it quickly add up together
    - Depending on time scored – points awarded
    - Leader board at end of game
    - Counter on side for each player for points