

Deep Space

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Deep Space is an **adventure-puzzle** game that allows players to explore a spaceship while simultaneously solving puzzles to figure out a way to get off of the spaceship. The player overcomes puzzle-like obstacles, gathering resources for the next puzzles to solve, and getting past obstacles to fully unlock the escape pod room which then the user can use to escape with. The first scenario describes what happens when the player awakens from cygro-genic sleep and begins exploring the world, without encountering any complicated puzzles.

Scenario “Familiarizing rooms with combat/heals/power-ups”

Now that the player is familiar with the commands they can use to work out this game, it’s time to step out and utilize these commands to the fullest. As our beginning scenario stated, the player starts the game by entering the executable file name, and then once the executable file is executed it will load the player into the first stage of the game, a map created via terminal.

When the player loads into the first room, they can use the move commands to utilize the movement in the game in order to get from room to room. A key feature this game will have is that we will be adding an update to this game where even the player can add their own maps into the game and play this game fully customizable. This customizable option should allow the player to have a more creative approach towards the game and so the game won’t be as repetitive. This will also allow us to push for updates and keep the game busy because the same maps over and over will get repetitive pretty quickly. In order for the player to add their own customizable rooms, they could submit their own text file in .txt format, with the corresponding correct parameters. See diagram 1 and 2 below.

Diagram 1: How to formate the parameters

```
(X cord) (Enter Room name example)
(Y cord)
(Enter Entrance message to the room/description/items)
(Enter doors from each direction of the room where you can use some for a form
of escape)
```

Diagram 2: Example with parameters entered

```
11 Kitchen
2
You have entered the kitchen! there is a chocolate bar on the counter in the
shape of a key...
There is a door to the east
```

Now that we discussed the implementation of adding customizable rooms, another key feature of this game will include will be the addition of combat. So in this future update, players will be able to fight now whenever they enter a room depending on if there is an enemy inside the room.

So if the player enters a room using the directions commands there is a chance they might encounter an enemy inside the room, currently, the enemies will have two sorts of personalities, where one is aggressive meaning when you enter the room the player is forced in combat right away. And the other personality is the neutral meaning you can either choose to fight the enemy or skip right through it. With this implementation of these two types of personalities, there will be the use of the command, ATTACK. Since you're always forced into battle when the enemy is aggressive this command will only work on enemies that have the personality of neutral.

Since the player is able to enter combat now, there will be a use of a health bar to keep track of the player's health when he enters and finishes combat. For now, in order for the player to see how much health they currently have, they can type the HEALTH command which will display the number of hitpoints they currently have. Another key feature we will have with the implementation of the health bar is the use of POWER-UPS/HEALS.

POWER-UPS/HEALS will spawn randomly throughout the rooms and can be used by using the PICKUP/GET then which they can go through their inventory and use the USE command (This will help the user store POWER-UPS/HEALS when they're full-on health and don't want to use it at that moment). Or they can simply use the USE command on it which automatically activates the item and either affect the player at that instance.

Using the healing item will grant the player a significant/insignificant amount of health back depending on how much health the heal has. So if they're at 50/100 HP and they use a heal, it may give them all their HP back or it may give 10HP more. Since the heals are randomized, they are also randomized in the amount of HP they give back.

Using powerups helps you win combat more easily, combat helps increase your damage output on an enemy which helps speed up the process by defeating these monsters, leaving you with more HP compared to not having a powerup. Power-ups also vary just like healing items but instead, they vary on how many battles you are powered-up on, so it can be anywhere from 1 battle to 3. Also, power-ups have a lower chance of being in a room compared to a heal.

Lastly, we hope to have some features of AI for the enemies where they can walk throughout other rooms instead of being stuck in one or where the AI also tries to hunt the player.

