TeaM8’s

**Locations:**

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| **Name** | **Description** | **BG File(s)** |
| Jim’s Room | Start of game where Jim finds out he is hired. | Bg\_Jimroom.jpg(?) |
| Hotel Lobby | The lobby of the hotel, where the main dialogue portion of the game takes place. | Bg\_Lobby.jpg  Bg\_LobbyBlur.jpg |
| Hotel Elevator | Scene where the player decides which floor to go to. | Bg\_Elevator.jpg  Bg\_Buttons.jpg |
| Hotel Floor Hallway | Scene where the player decides which room to go into. | Bg\_Hall.jpg |
| Hotel Room | Scene where the player decides what hiding spot to investigate. | Bg\_Room.jpg |
| Jail | Lose state scene. | Bg\_Jail.jpg(?) |
| Pawn Shop | Win state scene. | Bg\_Shop.jpg(?) |

**Practical Scenes:**

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| **Name** | **Description** | **BG File(s)** |
| Main Menu | Screen where the player can choose to hit play, options, credits, etc… | Bg\_Menu.jpg(?) |
| Options | Screen where players can adjust the game options. | Bg\_Options(?) |
| Difficulty Select | Screen where players can select the difficulty. | Bg\_Difficulty(?) |
| Game Menu | Screen during gameplay, where players can quit the game, change options, etc… | Bg\_GMenu(?) |
| Credits | Screen that displays the game’s credits. | Bg\_Credits(?) |