Requirements for Game

Document states all of the client's requirements for the project and uses images, diagrams, drawings to represent some of the requirements

Client Requirements:
.csv = school.csv
1 seeker, 2 hiders (2 skins to choose from for each)
- each skin gives them a different powerup (seeker)
   - eyeball monster: see 9x9
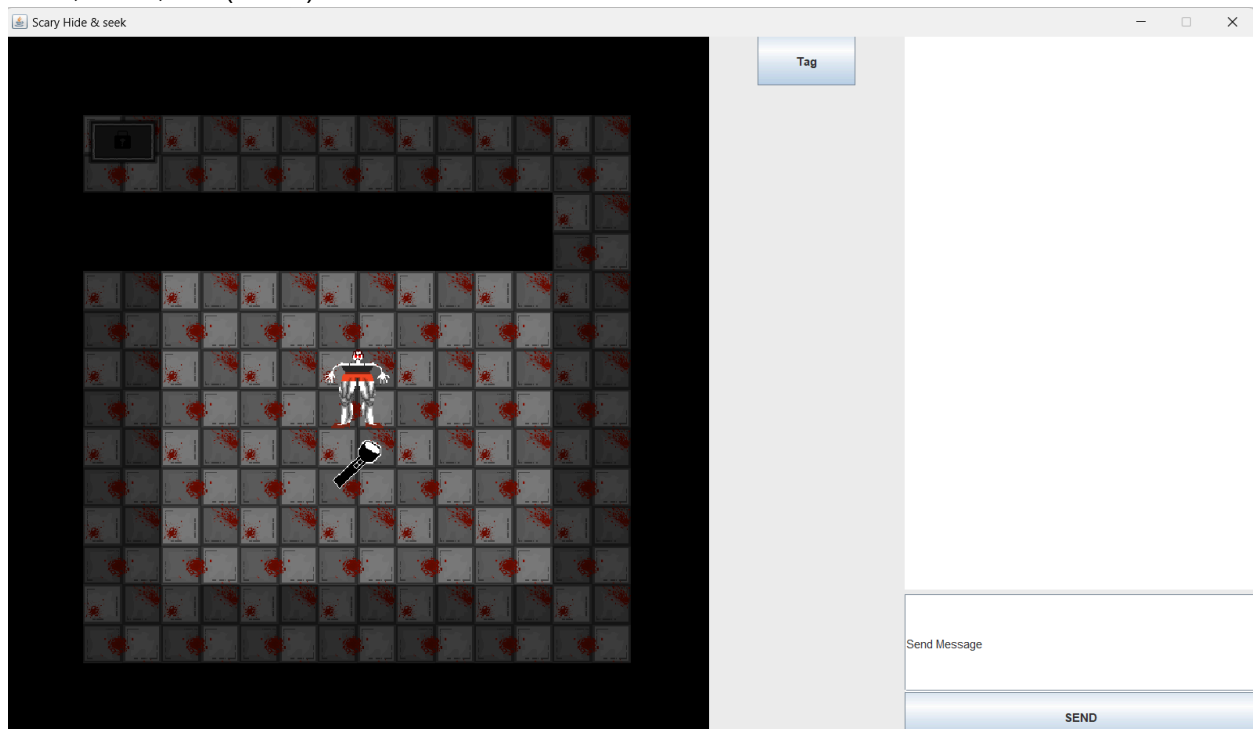   - other monster: see 7x7, run faster (trust the process)

button to tag
chat box
dimensions: 1280 x 720 (40x40px block size, 32x32 blocks chat box on the side)
black, white, red (blood) colour theme

F: floor

W: wall
L: locker
D: desk
C: chair
P: principal (any square around the P, all power-ups gone)
s: ceiling supports (pillar)
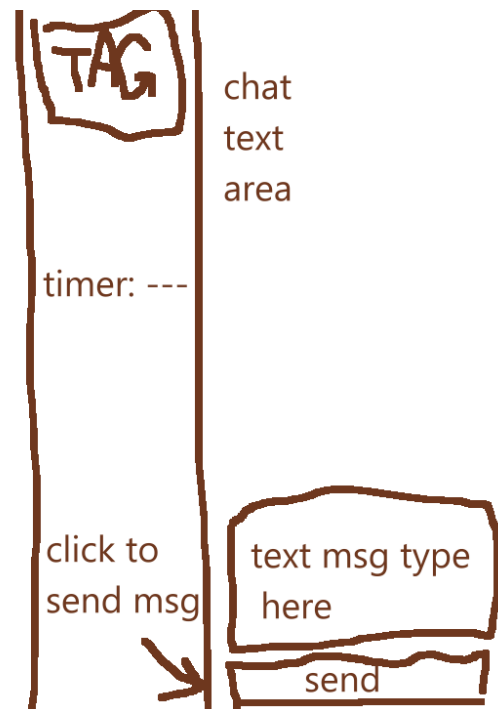
Requirements:
Random power-ups
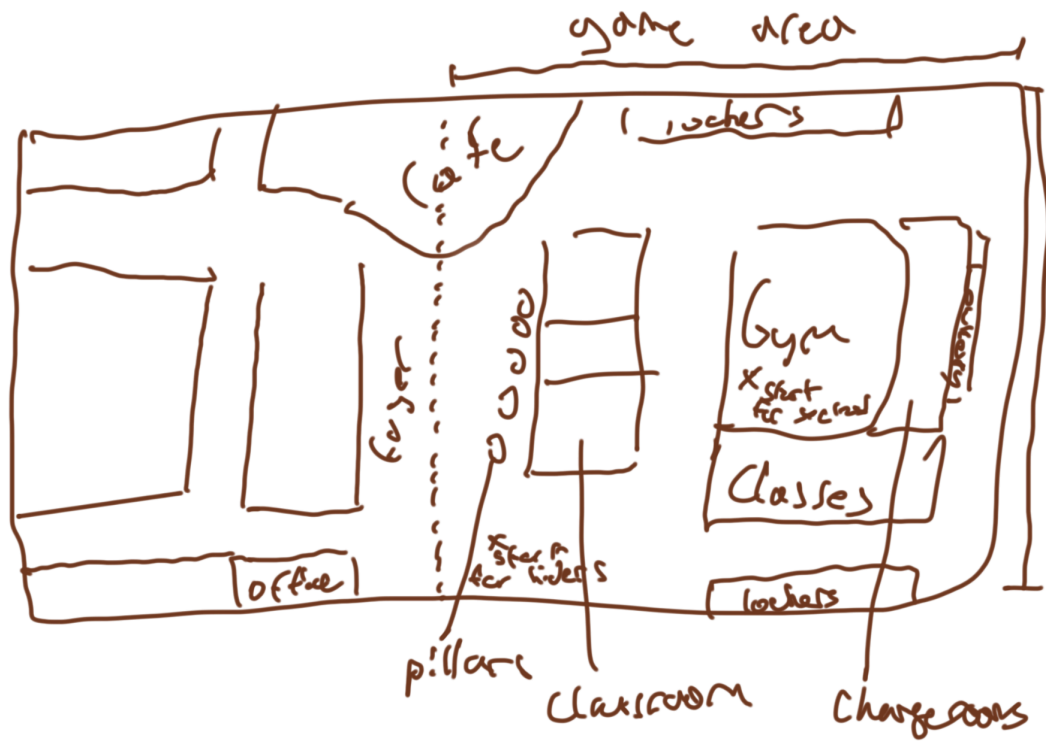- row or column, if there's a table, generate new random row or column

only see around you a certain number of blocks (flashlight, fog), or
(limited screen)
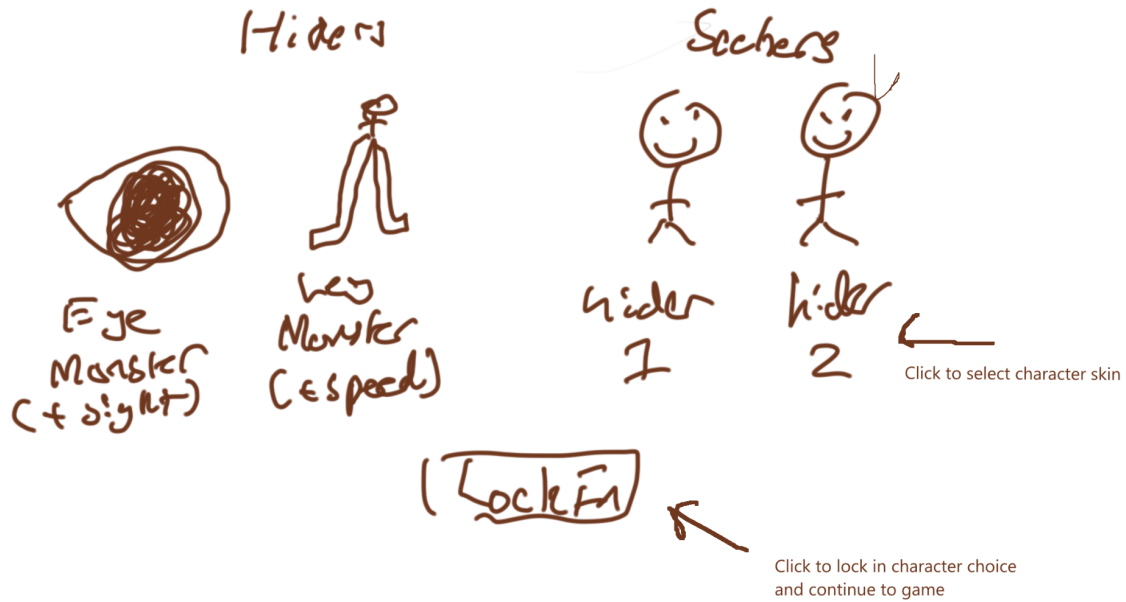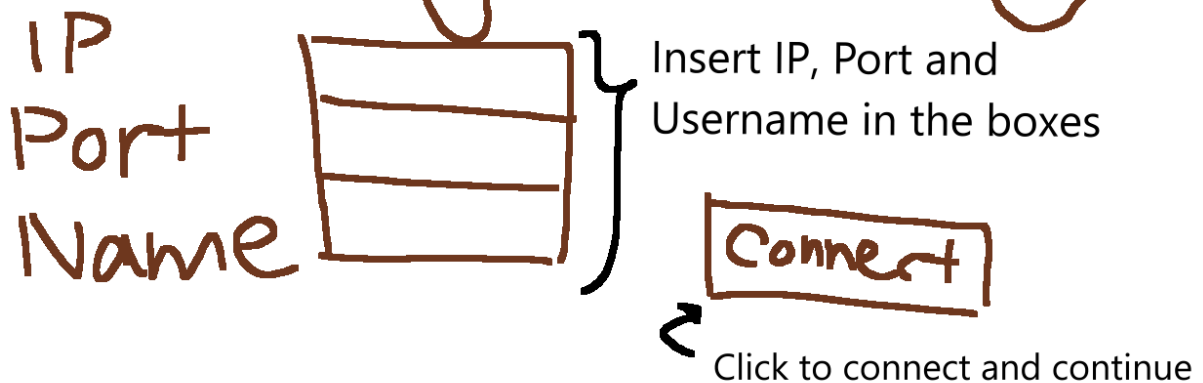- stopping them in place for a few seconds

MAP

player char

TAG

chat
text
area

timer: ---

click to
send msg

text msg type
here

send

game area

Cafe

lockers

Gym
X start
for social

Classes

office

start
for tickets

lockers

pillars

Classroom

Change rooms

Character Select

Hiders

Eye Monster (+ sight)

Leg Monster (+ speed)

Seekers

Hider 1

Hider 2 ← Click to select character skin

[Lock In] ↖ Click to lock in character choice and continue to game

Hide & Scary

IP
Port
Name

} Insert IP, Port and Username in the boxes

[Connect]

Click to connect and continue

Help

image

click to go back

BACK

click to go to
next page

NEXT