

Escape Room Tutorial Scenario

Group 1 – Fade Abdeljaber, Chris Lenell, Deonvell Shed, Luke Wittenkeller

The escape room game will eventually have players going through a 3-d space while solving puzzles and riddles with the objective of escaping the room. This first scenario describes the player going through the room without any of the puzzles or riddles. The player will be shown how to move through the environment and interact with objects in it. The main feature implemented in this scenario is the 3D environment.

Scenario “Tutorial”

In order to start the game the player will simply need the jar file. The entire game will be in one file called “EscapeRoom”. The main method will be in the class EscapeRoom, which will be needed to be run to start the game.

At the start of the tutorial that player will be placed in the learning tutorial escape room. There will be a sign on the wall in front of the player that explains basic movement with the arrow keys. The W and S keys can be used to move the player around the room, and they can use the A and D keys to look around. The player will need to learn the standard movements to move on to the next room.

Once the player moves into the next room there will be another sign that says every time the ESC key is pressed the pause screen will be opened. This screen will show options such as resume, controls, options, and exit game. The player may look through the menus if they would like but must unpause before continuing.

Players will also have an inventory. This will be displayed as a grid on the side of the screen. Around the escape room there will be various items scattered around. Players can pick up these items and place them in their inventory by walking up to them and pressing the E key. In regular escape room levels, players will use these items to solve the puzzles. In the tutorial, players will simply learn how to pick up an item and see it in their inventory.

The following pages contain images of the tutorial map and what the pause menu might look like.

Tutorial Level Map Prototype

8x10
00000000
0 0 0 = Walls
0 0S 0 S = Walls with signs
0 0 K = Item pickup
000 000 D = Door
000 000
0 0
0 0S 0
0K 0
000D0000

ESCAPE ROOM

RESUME

CONTROLS

OPTIONS

EXIT

Tutorial

- CONTROLS -

UP Arrow.....Move Forward

DOWN Arrow.....Move Backwards

LEFT Arrow.....Look Left

RIGHT Arrow.....Look Right

ENTER Key.....Pick up Item