

Escape Room Tutorial Scenario

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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 need to have an ide that can run maven projects. The entire game will be in one project 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 popup messages on the player’s screen to explain basic movement with the arrow keys. The UP and DOWN arrow can be used to move the player around the room, and they can use the LEFT and RIGHT arrows to look around.

The player will need to complete the standard movements to move on. After the completion of the moves the game will prompt the player, that everytime the ESC key is pressed the pause screen will be opened. This screen will show options such as resume, move list, options, and exit game. Then the player will be asked to exit the pause screen to continue the tutorial.

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 ENTER key. Eventually players will use these items to solve the puzzles in the rooms. In the tutorial, players will simply learn how to pick them up.