Prison Break Movement Scenario

Group 19 - Daniel Kim, Dua'a Hussein, Dylan Brunelle, Mitchell Jones

In a future release, the Prison Break game will involve player(s) escaping a prison that is filled with search lights and prison guards after a sudden power outage has opened their cell doors. The player will have to use various objects laid out across the map to aid their escape of the dimly-lit prison. The game will be played from a top-down view, like that of the popular board game "Clue". However, it would be unfair for the player to see into rooms they are not in, thus only the room the player is currently in will be displayed to them. This first scenario describes how the player(s) will move throughout the prison environment in which they are placed into at the start of the game, with game objects, searchlights and prison guards being absent from the first release.

The core aspects of the game will be implemented in this scenario, in that the player and an initial version of our first map will be displayed to the user. Additionally, the player will be able to move throughout the map, which will be designed as a series of hallways and rooms referred to as "sectors". These sectors will be tracked as part of the player's coordinates, and the camera angle will follow the player as they move around within each sector. Additionally, each sector has its own geometry independent of its surrounding sectors, which could lead to rooms that would realistically overlap with each other. This is something to keep in mind when designing sectors and placing them in the final map. A sector will store its north, south, east and west neighbors (if available) as shown in figure 1. When a player leaves one sector to enter another, the background graphic and wall geometry will change to reflect the new location.

Scenario "Player Movement"

The user launches the game by running (double-clicking) the game executable (Prison Break.exe [Windows], Prison Break.app [MacOS], Prison Break [Linux]) provided to them by the game developers.

Upon launching the game, the player will encounter a title screen with the option to start the game, see the control scheme, and quit the game. The control screen will simply show the user the various keys used throughout the game and what their purpose is, with the option to rework the controls to their preferences before beginning the game. The control screen will also show basic controls and instructions that will be constantly used.

After clicking play, the player will be placed at the start of our prison map. Specifically, their unlocked holding cell. The player will move throughout the map by using the traditional WASD control scheme (W for north, S for south, A for west and D for east).

Upon exiting the cell, the player is placed into a hallway sector. This hallway will contain walls which contain unique geometry and properties, preventing the player from passing through them into certain rooms. However, some rooms are unlocked for the player to enter and explore. Other rooms are locked, and when the player attempts to enter them, a message stating "Room is locked" appears at the top of the screen, in which the player can investigate other rooms to find clues as to how to make the room available. While the player is exploring the prison and finding methods of escape, they can hit the escape key on their keyboard to bring up the pause menu. In this menu, they can continue exploring the environment, review things that they have seen or done so far, or click the quit button to save their current progress and bring them back to the title screen. Once there, the player can then click quit to exit the game.

FIGURE 1: SECTORS
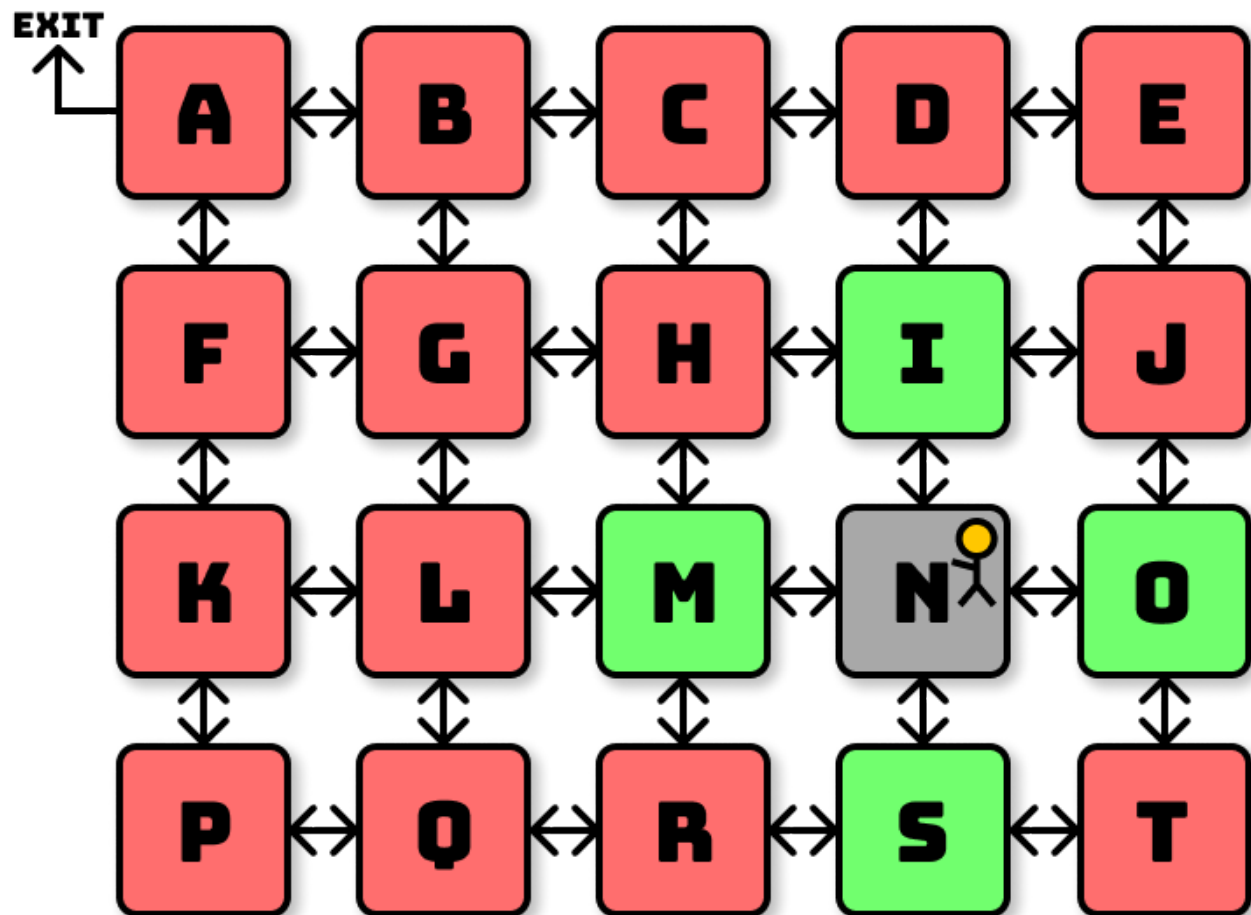
EXAMPLE: A PLAYER IN SECTOR N CAN ACCESS SECTORS I, M, O, S (ASSUMING THE DOORS TO THOSE SECTORS ARE UNLOCKED)