

Prison Break Cross Map Scenario

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The second scenario will focus on building on the core aspects that have been implemented from the first scenario. Based on feedback received from the first demonstration, it will be focusing on the addition of inter-map movement by the player, the ability to pause the game, instructions and hints for the player, and the creation of sprites to mimic the act of the player moving around and interacting with the environment.

Each of these aspects will have different methods of implementation. The cross map interactivity will involve the use of arrays to allow interaction between both the maps and the player, which will allow the player to traverse the different areas of the map. The design of the map, room placement, and player interactivity between rooms is presented in figure 1. The instructions and hints mechanics will most likely work with a menu or pop-up like interface to allow them to be accessed on the user's command, or to pop up if it seems like the user has been idle for too long as a way to help the user if they do not know how to proceed. The pause button will be implemented in a way such that the user will be able to click a key on their keyboard or click on the pause symbol that is present somewhere on the screen to be able to suspend the gameplay momentarily if needed, potentially with just a simple mapping of key clicks. The sprites will be created using PyxelEdit and utilize the concept of sprite sheets in order to map each specific sprite, such as the sprite for walking to the left, holding an item, and walking up, to the actions that the user is doing in-game.

Scenario "Cross Map Movement"

The user begins the game in an identical manner dictated in the first scenario, where the game starts at the prisoner's opened cell at the beginning of the map. A screen will appear to the player that describes the basic story surrounding the game that is detailed in the first scenario about a power outage that allowed the player to escape their cell and details the goal of the user to escape the prison without being spotted. This is where the player will be told the control scheme of the game, such as **WASD** being used to move (W moves up, A moves left, S moves down, and D moves right), how to use and equip items, how to bring up the instructions again, and how to pause and quit the game, before the instructions are put away to allow the player to begin the game.

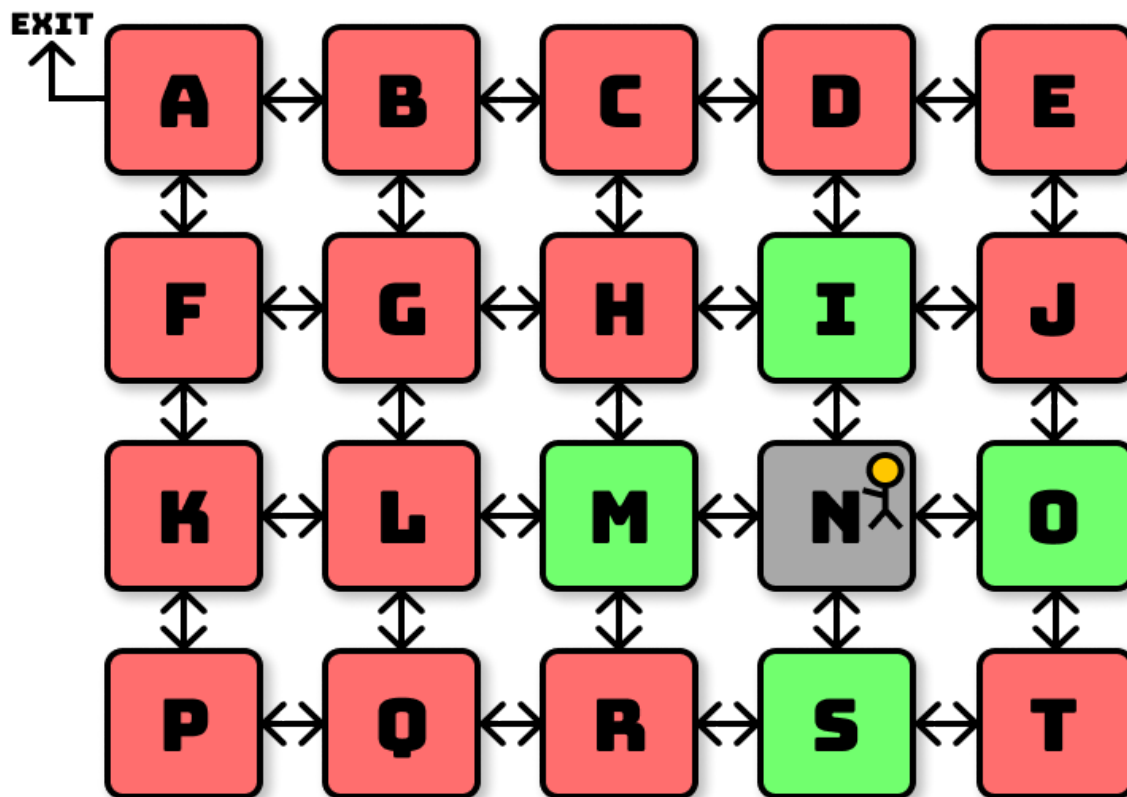
When the player begins to move around the map, there will be times where the prisoner may approach a door or a part of the map that will allow them to move into a different room. If the approached part of the map is open to the player, the player will appear in the new area that is connected to the door or opening that they walked through. If the player approaches a part of the map that is not available for them, they will be stopped, with a statement saying that they are unable to pass through at this current time.

The user's ability to cross through different parts of the building changes depending on the scenarios that the user encounters, and the user can traverse back to parts of the maps that they have previously entered to explore the prison. At any point in time, the player is able to click

ESC on the keyboard or click on the pause symbol on the screen in order to temporarily suspend the game. In this state, the game does not progress at all, and the user has a menu in which they can choose to either unpause the game to resume playing or quit the game entirely.

While the user is playing the game, there may be times when they do not know what to do, and as a result, cannot progress through the game. If a prolonged period of time has passed without the user making moves towards progressing to the next map, the game will provide a hint. This hint is tailored to where the player currently is and what is supposed to be done in order to progress to the next map, and can appear as a pop up on the screen to the side, or as a gesture in the correct direction the player should go towards in order to find the item or path needed to progress.

FIGURE 1: SECTORS



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