**Haunted Building Scenario**

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The ***Haunted Building*** will be a single-player horror-adventure-puzzle game where the purpose is to escape from a haunted building with multiple floors and various obstructions. The player initially starts of at the roof and progresses through the game by making precise decisions. Each floor has three elevators and only a unique sequence of elevators per floor will take the player to the ground floor. Mistakes will be unwanted for it will backtrack the player to a previous floor. Each floor also contains a locked case that is opened via a password. The player has to search each floor for clues, picking up tools that can aid the player in determining what the password for the case might be. The case contains a riddle that helps the player choose which elevator to take next.

**Scenario “Searching floors”**

The game starts by typing the name of executable. Saved games will be loaded from the database if they exist and displayed as a list on the screen. Initially, the title screen will be presented to the player and will be given preliminary options. The player can choose to load a certain saved game by entering the appropriate number or choose to start a new game. A saved game contains player name, date, game progression, as well as tools acquired.

Once loaded, the display will display the context of the environment (in text) and what floor number they are on. The player can then enter commands such as LEFT, RIGHT, FORWARD, BACKWARD, PICKUP, INVT, ENTER. LEFT, RIGHT, FORWARD, & BACKWARD will move the player across the floor. Contextual information will be given as the player progresses using these basic moves so as to give them insight on where they are at in the floor. PICKUP will allow users to pick up tools found along the way and store them in their inventory. ENTER will allow users to enter an elevator which will takes them to another floor. However, each elevator will be hijacked and will need a certain password to unlock and enter it to progress in the game. Thus, searching the map will be of vital importance as to determine what exactly that password is. INVT will display their inventory.

This game will be an intense contribution to the horror-adventure genre and will be and homage to the days of MS-Dos since it will be a purely command-line based game. The suspense will be purely imaginative but the difficulty will be in the intuitive skills of the player traversing the map.