**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. Selecting a wrong elevator will take the user to another floor which is harder to escape from or leads in the wrong direction. Each floor also contains a locked case that is opened via a password. The player has to search the two dimensional array representing the floor to find clues as to what the password 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 the executable. The title screen will be presented to the player and will be given three options: Play, Help and Exit. The player can enter PLAY to start the game, enter HELP to get information how to play the game or enter EXIT to close the game. By choosing the "Play" option, player can start playing a new game or load a saved game from the database. Saved games will be loaded from the database if they exist and displayed as a list on the screen. The player can choose to load a certain saved game by entering the appropriate number. A saved game consists of player name, date, game progression. Starting a new game will give a user an option to adjust game difficulty. The game starts with default setting of 10 floors but changes with difficulty.

Once loaded, the screen will display the context of the environment (in text) and what floor number they are on. The player can then enter the following commands: LEFT, RIGHT, FORWARD, BACKWARD, ENTER, PICKUP, INVT.

**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 in the array.

**ENTER** will allow users to enter an elevator which takes them to another floor. After getting out of the elevator in each floor, the user will be given a point (x,y) which indicates the position of player in the array. The value of (x,y) is randomly produced by the application in each level of the game.

**PICKUP** is used to pickup tools and items that help the player figure out the password for the case. They can also use PICKUP to pickup the case and enter in their password attempt.

**INVT** is used to display what items they are carrying. They can inspect items by selecting them from a list on the screen, which gives a description. If they unlocked the case, then the riddle will be on their inventory as well.

**Timed Escape**

The player is timed on each floor. When time runs out, they fail and it's game over.

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.