**Haunted Building Scenario 2**

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**“Searching floors” and Time Game**

The player can choose a difficulty before starting a game, which will increase the number of floors and size of the floors. The player can explore a floor by entering different rooms and searching the room for the desired items. The player will be timed while playing the game. If they don’t complete the game within the given time, then it’s game over. A player can extend their time by picking up a “Clock” item, which will add time to their stop watch.

The player will be timed while searching the room for desired items on each floor. If they can't find any item in the specified time they will be taken to wrong floor. If the player can search the floor sooner than the specified time, this time will be added to their total time. If this extra time exceeds a certain limit, the "Clock" item will be added to player's inventory so the player can choose when to activate it.

The difficulty of the game can also be identified by considering the floor plan as a Jagged Array rather than normal Array. For example the player will be given an option of choosing "Simple Floor Plan" or "Complex Floor Plan".

Simple Complex

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**Flashlight and New Items**

An added feature to the gameplay would be the ability to use a flashlight in order to illuminate nearby tiles (for the player’s benefit). The flashlight will be a special type of item that the player will be given from the start of the game depending on the set difficulty and will be helpful in determining where certain items or elevators are hidden in the given floor. For instance, if a player is in coordinate position (2, 2) and he were to press a given command to illuminate the flashlight, positions (2, 1), (2, 3), (1, 2) and (3, 2) items and important locations will become apparent to the user textually (or graphically) for that split second. The moment the user makes another move, important information of the nearby tiles will disappear. For example, if a nearby tile is an elevator a letter ‘e’ will be present on the corresponding tile of the graphical representation of the floor for that spilt second. The flashlight will generate a charge every time the user enters three movement commands, and the flashlight can hold a maximum of 2 charges.

Since we only need a limited amount of items to unlock the secret case, extra items will be generated that will serve a purpose. Thus, each floor will have randomly scattered items that will be useless on top of the three items that will aid the player in unlocking the secret case.

**Monsters**

A third feature that we would want to incorporate into the Haunted Building game is monsters. These monsters will be placed in random locations on each floor and will only appear when a flashlight is shined at them. In other words, the only way to narrowly escape them is by not shining your flashlight when near them. An encounter with a monster will cause a scared meter to rise.

**Scared Meter**

A final feature that will be implemented is a scared meter for the player. An encounter with a scary event (encountering a monster after a flashlight is shined at a tile) will cause a meter to rise up and after it reaches a certain capacity, the player will faint from fear and it will be a game over. After a game over, the only place the player can resume from is the most recent save state.

**Winning the game**

To complete, the game, the player will have to reach the 1st floor and escape through a door. The “Secret case”, after it’s unlocked, will contain another code that can used to unlock the exit door. If the player finishes the game before time runs out, they win. Their “game’s won” record will be stored on the database and displayed in an achievement box.

The player can click on "Scores" button to see their scores for all the games they have played before. In the score screen they can see their highest score on the top and the related playtime for that. Also they can see their scores and the play time for all of the games they have played so far.