**Haunted Building Scenario 2**

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**Scenario “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.

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 moment, the player makes a move, that letter ‘e’ that was presented on that tile will be gone. This feature will be useful for the player since investigating the floor will be much easier.

**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.