**Haunted Building Scenario 2**

**Group 3 – Salvador Ariza, Justo D. Esquivel, Nooshin Mojab, Evan Currier**

**“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.

**Flashlight, New Items, Monsters and a Scared Meter**

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.

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.

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.

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.