**Haunted Building Scenario**

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The ***Haunted Building*** is a single-player horror-adventure-puzzle game where the purpose is to escape from a haunted building filled various floors. 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 will take the player to the ground 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. The player can then 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 shows the context of the environment (text) and what floor number they are on. The player can then enter commands such as LEFT, RIGHT, PICKUP, INVT, ENTER. LEFT & RIGHT are to move the player across the floor. PICKUP to pick up tools and store them in their inventory. ENTER to enter an elevator which takes them to another floor. INVT to 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. <- Is this what you are looking at doing Justo?? Or will it be a gui based application type of game?