3. GamePlay Elements

2.3) Map and Zones

One of the major parts covered on "LOST" is map structure that indicates the position of user. User can observe his/her position by opening the map section on menu. In main menu, all arrow keys specifying the possible movements of user will be arranged according to the position on the map. In this case, there will be restricted zones which mostly refer to the sea and if the user arrives the seaside, arrow keys will relatively end up. For example, left arrow will disappear if the user located in the left part of map. The map includes several zones defined by the distribution of geographical formations, plant cover and climate conditions.

2.3.1) Target-spesific observation:

Just like in most of strategy games, "Lost" will provide target-specific observation. It means the area where the user located will be lightened up in a particular range. Other parts of map will be darkened and whenever the user changes his/her position, these parts start to be lightened up. The concept of game aims to thrill and bother the user during all the game. At the beginning, user does not know where he is and just walk away from the accident that drags him into mysterious area.

2.3.2) Various Zones/ Districts:

In the map, there will be several areas including forest zone, coast zone, lake zone, mountain zone, volcano zone, ice zone, mushroom zone, etc.
In this content, there will be domain-specific items, characters and events. Also all zones will contain a certain amount of items that are identical for only these areas. So if the user picks up and uses these items, the amount will be decreased and there will be a repair/renewal process that requires a specific time.

Forest Zones:

        Items: Trees, plants,
        Animals: deers etc.

Characters: ….

Events: Cut a tree, pick plant, hunt deer

Coast Zone:

Items: Fishnet, boat(maybe),

Animals: Alligator, turtle, fish

Characters: …

Events: Catch a fish, meet with alligator, attack turtle :D

Ice Zones:

Items: Ice pick, dragon slayer(maybe)

Animals: Ice bear, seal

Characters: …

Events: Challange with ice bear…

Volcano Zones:

Items: …

Character: Dragon

Event: …

Mushroom zone:

Items: mushrooms

Animal: Mole

Event: Pick mushroom

Lake Zone:

Animal: Snake, deer

Items: Scythe

Event..

4) System Models

4.1) Use Case Descriptions

Use Case Name: Play Game

Primary Actor: Player

Interests:
        *Player moves by using arrow keys in order to survive.
        *In background, the map processes according to the preferences of
user
        *Data recorded and actions performed

Pre-condition: User must enter a user name and must push start game
button.

Post-condition: -

Entry condition: User clicks on "Play Game" on main menu.

Exit condition:
                *User clicks on back button in Game screen.
                *User dies.
                *User succeeds to survive and gets rid of island.

Main flows of events:

    1) Player enters a nickname and push start game button.
    2) System starts to be loaded and game starts with default settings.
    3) Some guidances end up on screen.
    4) User interacts with objects around him/her and uses them correctly.
    5) Complete the game, achieve to survive.
    6)The obtained score is demonstrated.

Alternative flows of events:

a)
    1) User does not use the items correctly.
    2) Thirst, starvation becomes high level and the healthiness of user
starts to drop out.
    3) Interactions become slower.
    4) Eventually, user dies because of mis-use, deficiency of items.

b)
    1) User use items correctly.
    2) Handle with starvation, finding good supplies and health condition is
good enough.
    3) Trouble on interaction between objects, wrong choices in matches
between characters.

    4) Die because of enemy attack.

c)
    1) Player shut downs the game.
    2) The game instructions loaded and whenever the user restarts game,
    he/she continues from the position where he/she left.

Use Case Name: Records / LeaderBoard

Primary Actor: Player

Interests: Player can review the scoreboard and indicate competition between users.

Pre-condition: Player has to be in main menu.

Post-condition: -

Entry condition: User clicks on "Records" in main menu.

Exit condition: User clicks on back button in Game screen.

Main flows of events:
1) User opens the main menu.
2) Picks Records option from the menu.
3) Indicates the scores of users.

Alternative flows of events:

1) User returns the main menu
2) System renders the main menu screen.

Use Case Name: Settings

Primary Actor: Player

Interests:
* Player might want to close the sound effects.

* Player can arrange the game panel size.

Pre-condition: Player has to be in main menu.

Post-condition: -

Entry Condition: Press Settings section in main menu.

Main flows of events:

1) User opens Settings from main menu.

2) Player picks availability of sounds and game panel size.

3) Press apply button.

4) Come back to the main menu.

Alternative flows of events:

2a) Player just arranges one of settings

2a.1) Other option remains unchanged and default setting uploaded.

3a) Player returns main menu without applying the changes.
3a.1)If it is the first arrangement, default game settings render into game.
3a.2) If the game has previous arrangements, this content remains.

Use Case Model: About

Primary Actor: Player

Interests:

* User may want to be informed about features of game, understand the game mechanics and take sort of guidelines, hints about "Lost".

Pre-condition: Player must be in main menu.

Post-condition: -

Entry Condition: Player selects About section in main menu.

Main flows of events:

1) User opens the game and in order to take guidelines of game, opens About section.

2) Understand game mechanics and concepts.

3) Turns back main menu.

4) Starts game.

5) Player manages the character in the direction of given guidelines.

Alternative flows of events:

1) User starts game without connecting about section in main menu.

2) Does not understand game mechanics.

3) Turns back main menu.

4) Opens about section and tries to understand the guidelines of game.

5) Continue game where he/she left.