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|  | By Gareth Paterson and Aaron Lai  Instructions  Exit  Play  Caught Up In the C-Train! |  |
| Scene 1: Start Menu page  This page will occur at the beginning of the game. It will display the three options for users, whether it is to start playing, display the instructions, or exit the game. This will be done through mouse interactions. Pressing the “Play” button will jump to the level selection (Scene 3), while pressing the “Instructions” button will jump the user to the instructions page (Scene 2). Graphics used on this page will also include a background image of the C-Train. There will also be a menu theme music. |

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|  | Rules  <RULES HERE>  How to Play  <USER INTERACTION EXPLANATION HERE>  Scoring Mechanism  <SCORING EXPLANATION HERE>  Level Differences  <LEVEL DIFFERENCES HERE>  Return to Main Menu  Play  Instructions |  |
| Scene 2: Instructions page  This page will be displayed when the user selects to view the instructions from the main menu. It will display all of the instructions here, including the rules, how to play (in terms of user interactions), scoring mechanism (i.e. how points are calculated), and how each level is different from each other. The user can read through these options to understand the purpose, rules, game mechanics, and how to play. In the background we will have the same C-Train background as it was in the Main Menu to maintain continuity. Finally the user has the option to jump to the game by pressing Play (and sending them to Scene 3), or to return to the main menu (sending them to Scene 1) |

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| Level Selection | Return to Main Menu  Play  Static  √  Dynamic  √  Medium  Easy  Hard |  |
| Scene 3: Level Selection Page  This page will be displayed when the user is ready to play the game, and can select the level they want to play. There are two options here, one for a mode selection, and one for a difficulty. The mode allows users to choose between Static and Dynamic. This relates to how passengers will stay on the train or not. If it is Static, then passengers will remain in the train in that round. For Dynamic mode, passengers will stay on the train for multiple stations, and leave at their “destination”. In addition, there are three levels, Easy, Medium, and Hard. These vary the types of passengers who come onto the train, with greater difficulties having more complex shaped passengers to board. Users will choose their options with radio buttons, which will only allow users to select from one of each category.  In the background we will have the same C-Train background as it was in the Main Menu to maintain continuity. Finally the user will proceed to the game by clicking on Play (and sending them to Scene 3), or to return to the main menu (sending them to Scene 1). |

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| Scene 4: Main game scene  This is the main scene of the game. In the real implementation, the C-Train grid will be laid out to mimic the actual interior of a C-Train with separate sections for seats and other unique areas. These areas will be different colors, and will match the optimal passengers to be placed on those sections. The user will drag and drop the passengers into the desired location, and will be able to re-arrange any new pieces until either the timer runs out or ‘Closing doors’ is selected (both of which will jump the user to Scene 5, or the transition page). When either of those two conditions are met, the passengers placed will lock in place and will be unable to be moved by the user afterwards. The new passengers will be randomly generated at each station.  Easier difficulties will generate simpler placement passengers (e.g. standard passenger) with harder difficulties including more difficult to place passengers (e.g. wheelchairs or bicycles). The score will be updated incrementally as passengers are placed in the optimal positions. Each difficulty will have a default completion time assigned to it, with a longer period on lower difficulty and lower on higher difficulty, and users must endeavor to find the optimal solution for each station (iteration) before time runs out. When the timer hits 0, or when ‘Closing doors’ is selected, the game will switch to the station transition screen and final score for that iteration will be calculated. The intention of the ‘Closing doors’ button is for users who finish their placement with time to spare and are confident in their answer to move on to the next station.  In the background we will have an image of a C-Train car inside, with some standard music. Upon close to stage completion, a sound effect telling passengers to “move away from the doors” will be emitted. |

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|  | Arrived!  Current Score  From station 1: 10  From station 2: 15  From station 3: 17  From current station: +10  Current score: 52    Score Breakdown  Optimal placement: +5  Adjacency: +5    <Station Name>  Now Arriving |  |
| Scene 5: Transition page  This page will occur every time a station is completed. It will display the next station on the train line based on the direction chosen by the game and the real C-Train line. It will use our scoring algorithm to calculate the score for each station, and display it here. All station transitions will display the score breakdown based on passenger placement and scoring. Score progress can be seen on the right between stations and will show all previous station scores, current station score and an updated score. The user will click on the “Arrived!” button to go to the new station (or to a new Scene 4). |

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| Completed! | Score Breakdown  From station 1: 10  From station 2: 15  From station 3: 17  From station 4: 10  From station 5: 13  Final score: 65    Return to Main Menu  Play Again |  |
| Scene 6: Game Finished page  This page will be displayed when the user has gone through all five stations, and is finished the game. This displays the breakdown of scoring from each station, in addition to the summation of the scores to reveal a final score. The user has the option to restart the game by clicking on Play Again (and sending them to Scene 3, the level selection), or to return to the main menu (sending them to Scene 1).  The background for this will be a standard C-Train, with music going through out. |