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First Scenario (Group 9)

To begin a game of Mummy Maze Plus, the player will be able to access it through typing the name into a command line argument. Upon opening the game, a welcome screen is displayed, and the user is prompted to press any key to continue. A menu dialog box will then appear, displaying the list of the levels available to the user.

The user will be able to choose between five different levels. The user will be able to select a level via keyboard input (in example, user selects level one by pressing the number key "1" and then enter); the map will then be loaded according to the level selected. The map will load from a top view perspective, and the grid size of the map will not exceed 10x10 blocks. The map can be square or rectangular and contain up to five different floors. The map will contain obstacles (such as fire, water, pitfalls, et cetera), the human, walls, ladders (to go upstairs), fire-poles (to go downstairs) and an exit. All of the obstacles, walls, ladders, fire-poles, etc. will pre-plotted by the designers.

The human character (user) can move up, down, left, right, forward or backwards one step at a time, by using the keyboard. The default keyboard inputs used to move the character will be "w" for up, "a" for left, "s" for down and "d" for right. The user can also pause the game by pressing "p," type in "x" to exit back to the main menu and "q" to quit the whole program.

The human will be able to navigate to different floors (using ladders and fire-poles), cannot move beyond the walls of each level, cannot move past pools of water and cannot go beyond the boundaries of the level. Should the user run into a wall or pool of water, the user will then stop until they give input in a non-conflicting direction.

The goal of the game will be to guide the user to the exit from their starting position. The three dimensional thinking portion of the game will come from the user needing to navigate the various levels, using the fire-poles and ladders, of the map to find the exit. The exit can be found on any level of the map. Depending on the difficulty of the level, the number of ways to reach exit may vary. Our first sprint will contain a very basic demonstration of this with a very linear outcome.

The game in itself will be developed in the Java language allowing it to be compatible with multiple platforms. The hardware needed to run the game is a desktop compatible with Java based programs.

In this release of the game, for the artificial intelligence, we will focus on implementing a very basic mummy capable of very minimal movement patterns.