

# Prison Break: Escape and Exploration Scenario

Group 12: Dan Hrubec, Jake DiStefano, Julian Gonzales, John Mistica

The player will open up the game and be met with a main menu. This menu will have art specific to the game, and display the game's name. The player can choose to play the game, exit, or change the options. At the moment the only options available will be related to sound.

## Room Descriptions

When the player enters the game, the game will load the first room and place the player in it. This room is stored in a csv file, along with the player's spawn point and item locations. The player can traverse through the room using WASD. This room will showcase some of the items available, the player can pick them up by walking over them. When the player gets an item, it appears in an inventory overlay on the edge of the screen.

- The player can also exit the game or change options at any point by pressing the ESC key on their keyboard, it will show a similar menu to that from the main menu
- There is a door at the edge of the room, the player can walk over it to move to the next room

The second room will introduce enemies to the user where the spawn point and path are loaded from a csv file. If the player walks into the guard they will be prompted by a menu that they have lost and either have the choice to exit to the main menu or start from level 1. If the guard sees the user the guard will run towards the player. The user will have to run from the guard and escape its vision in order for the guard to return to its path of patrol.

- The user will use stealth for this room in order to traverse and make it to the door without the guard noticing them. The user then escapes the room by touching the door.

The third room, the player will be loaded into a room with two guards, and the door is locked. Hidden in the room will be a key item that will allow the player to open the door.

- If the player attempts to open the door without the key item picked up, the player will fail, and a sound effect will be played, denoting the player must first pick up the key to progress.

The fourth room will focus on utilizing items in order for the player to advance. This will be done by having the player collect an item called "Speed Shoes" that allow the player to have their movement speed increased dramatically. Picking up the shoes will

be the only way for the player to dodge the NPC guard and get away safely without being caught by the guard.

- This room will have distinct characteristics such as a narrow hallway that forces/funnels the player through in order to get to the next room.

The fifth room will be a puzzle based room focusing on the players problem solving skills. The room will display multiple clues such as tiles that have textures that relate to the answer.

- Once the player solves the puzzle, they can find their way to the locked door and they will be prompted with a text field to input their answer.

From there the door should open and lead them to the next room. Should they input the wrong answer, they will be prompted with a failure message.

The last room will have a convoluted maze with multiple dead ends. At some of the dead ends the players will be met with some items that can power up the player and make the move faster, or can be met with guards to prevent their escape. Players will have to forge a path to the exit, ultimately reaching the end.

Once the player reaches the end point of the maze, the last room, the player will be greeted with a victory screen, and will have a choice of exiting to the desktop or returning to the main menu.

The following diagram (Figure 1) showcases the layout of the overall map, showing the path the player must take to reach the end of the game. Players will have to move through each map sequentially to reach the end of the game.

**Figure 1 - Overall map layout**

