

Prison Break: Peaceful Navigation Scenario

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Prison Break is eventually designed to allow multiple players to escape from a guard infested prison. To do this they will work together to collect items and use their wits to outsmart the guards and other various obstacles. The goal of the game is to navigate throughout different rooms without getting caught by the guards in order to break out of the prison.

This first scenario will show what the movement and map generation of the prison will be like for one player without any obstacles implemented, focusing on the player movement and the map layouts. This scenario will also include items that are generated throughout the different rooms for the player to collect, but cannot use for the time being.

The Prison in Prison Break will be quite large, and separated into maps (different levels), which themselves are separated into rooms. These maps will be loaded in from files, and the player should be able to move between rooms and reach the end of a map, therefore ending the scenario.

Scenario: Peaceful Exploration

The player opens the game and is greeted with a menu screen, right now the only option is a 'Play' button. Once this button is clicked the game begins.

The game will automatically load the map file, and place the player at the start of the first room. The player will be able to move around with the WASD keys on the keyboard. These keys will have the following common behavior:

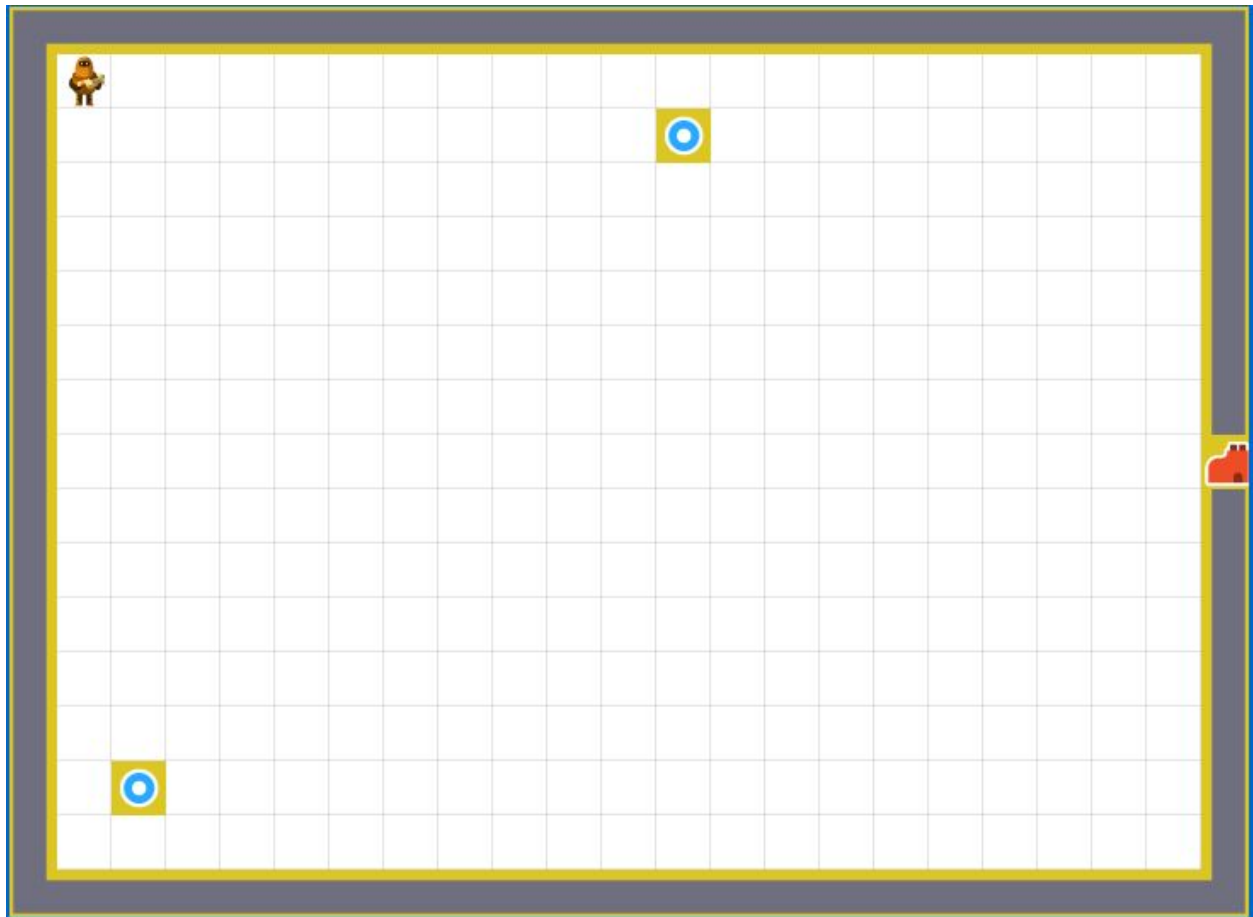
- W: Move Up
- A: Move Left
- S: Move Down
- D: Move Right

Once the player has loaded into the game, the player can press ESC to open a pop up menu. The menu will include options for a help/instructions page and an exit game option.

To navigate between rooms the player has to move their avatar's current location to a door tile that signals the game to change which room the player is

in. Each door tile will correspond to a different room which are spread across certain parts of a room.

For a player to pick up an item the user simply has to navigate their avatar on top of an item tile to pick it up. This scenario simply demonstrates player to item interaction, thus the items have no use for now.



The figure above describes a sample room, the player is located at the top left denoted by the orange player figure. The player will be able to move with the WASD keys around the tiled map to collect the items denoted by the blue dots. The door to the next room is denoted by the red figure along the left wall.