

IS756 Project Design Plan

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Game: Finding Sushil

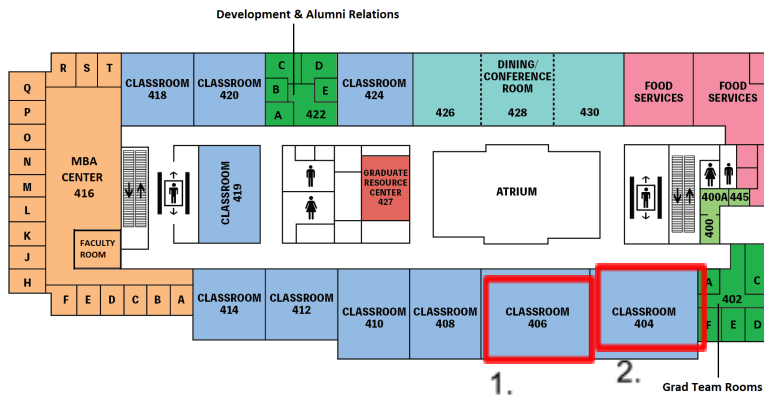
Tagline: Cheers to you if you find Sushil!

Summary: A classmate, a friend, and a SQL star, our dear Sushil has gone missing! Busy MBA students as we are, we need your help finding him. We'll be at Questrom all day squeezing in a second degree in our only free weeks of summer. Stop by and see us for clues as to where Sushil could've gone.

Map:

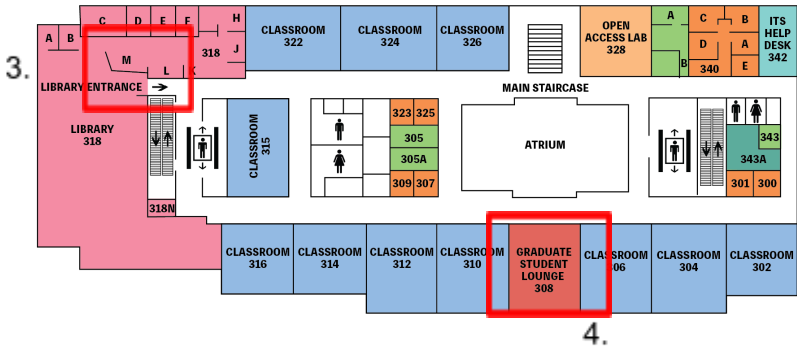
QUESTROM SCHOOL OF BUSINESS

FLOOR 4



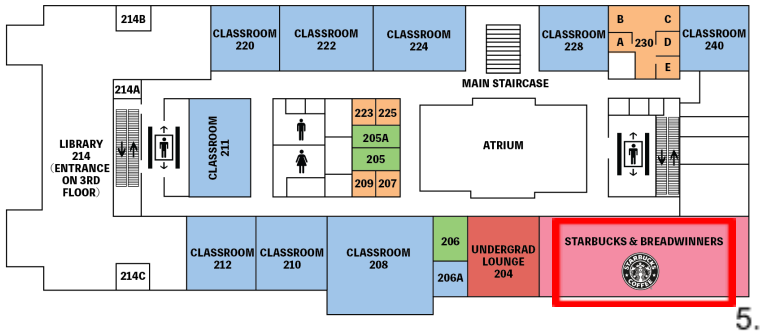
QUESTROM SCHOOL OF BUSINESS

FLOOR 3



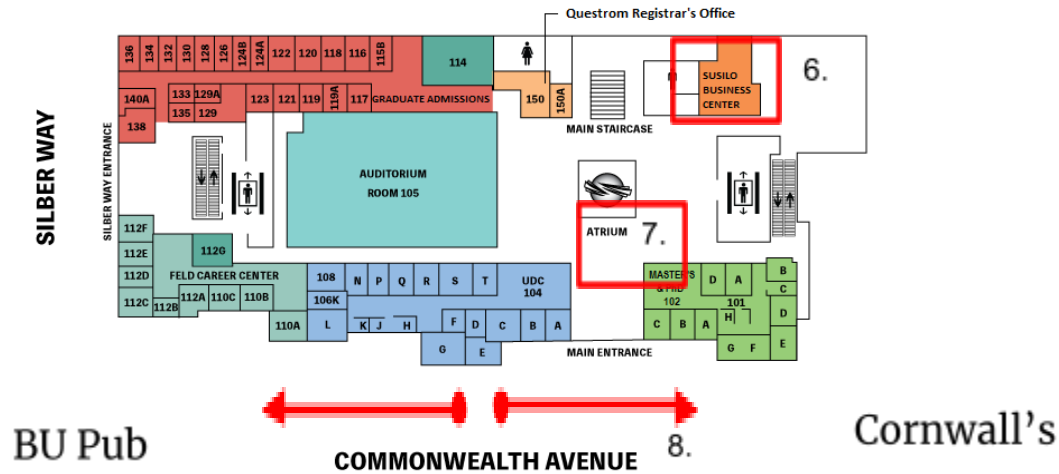
QUESTROM SCHOOL OF BUSINESS

FLOOR 2



QUESTROM SCHOOL OF BUSINESS

FLOOR 1



Items:

- Sushil's bag → BU ID
 - Player can open Sushil's bag
 - Inside the bag, the player will find Sushil's BU ID
 - The player can use his ID to get into the Grad Lounge
- Graded paper
 - Player can see the grade on Sushil's paper
- Sushil's Laptop
 - Player can check Sushil's email for clues
- Starbucks coffee
 - Player can read the name on coffee cups at Starbucks
- Diego's phone
 - Player can check Diego's phone for messages

Plot/Puzzles:

Sushil got a terrible grade on Professor Lubin's most recent quiz and he is taking it very hard. Upset and unsure about what to do next, Sushil unintentionally leaves clues all around Questrom that ultimately reveal his final destination of the BU Pub. While Sushil is washing away his sorrows with a beer, his friends are left wondering where on earth he could be. It's up to the game player to make their way through Questrom, interact with Sushil's friends and collect clues which will lead them to Sushil crying into his beer. Once Sushil is found, the game player notifies the friends they met back at Questrom and everyone comes to cheer Sushil up with another round.

Player's journey through Questrom:

Please refer to the numbers on the floor plans above.

1. Professor Lubin is giving a quiz on microprocessors in Room 406. Player can enter the room and take the quiz to get an extra clue or turn back around.
2. Firdaus is in Room 404 with Sushil's backpack. Player can open Sushil's backpack to find his BU ID.
3. Winston is in the library. He points out a paper that Sushil dropped on the floor. Player can pick up the paper and see the grade Sushil received.
4. Player can use Sushil's BU ID to enter the grad lounge. Amogh is in the lounge with Sushil's laptop. Player can check Sushil's email on the laptop.
5. Cara is waiting for her tea at Starbucks. She points out coffee orders that have yet to be picked up. Player can pick up and read names on coffee cups. Player can also order a coffee for themselves to get some energy in the form of bonus points.
6. Diego is checking out the Susilo Business Center wondering why it wasn't named the *Susilo* Business Center after his best friend Sushil. Player can check Diego's phone for messages.
7. Karollyne is in the Atrium. She appears flustered. The Player can ask her what's the matter.

If the Player makes it to the Atrium and talks to Karollyne, they will learn that Sushil ran out of the building crying. The Player can exit through the front doors of Questrom (as indicated by 8. on the map) and then has a choice of right or left. If they go left towards Cornwall's, they will run into Onur who will inform them that Cornwall's is closed. If they go right towards BU Pub, they will find Sushil and win the game!!!

Features:

- Pictures of each location and character
- A counter for bonus points
- Conditionally give another clue based on Player's actions