

CPSC 4160/6160: Milestone 1 Presentation

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CPSC 6160



Game Description

Name title: Your Life or Mine

Genre:

2D side scrolling/side on perspective

The player navigates through the game via two game screens: an themed overall map and a side-scrolling navigation

Game Description

Game Objectives:

A serial killer has captured a investigator who is close to exposing their identity. Suddenly, the detective finds themselves locked in a dimly lit room filled with clues, puzzles, and the killer's taunts. They must escape before the killer returns, using their wits and skills to solve the mystery of their captivity.

Game Description

Game Objectives:

Path begins in basement of killers house, connects to hallway with adjacent rooms that can be entered and explored for clues. One exit way in this game - goal is to escape before kill returns (timed game).

Moving the on-screen character to an action items (clues) that help solve puzzle to enter the next room and crack the final exitway code.

The entirety of the game takes place in these rooms which involves the player moving around with a dim light to investigate killers environments

Game Information

Skill rating: 16+ year-olds.

With many puzzles and items to find, this skill required for this game must be some form of secondary (or higher) level education

Players need to be able to explore rooms, solve puzzles, find items, and crack the code to leave the house within allotted time.

Audience: All genders above 16 years old

Game References

40xEscape



Must Escape the Haunted House



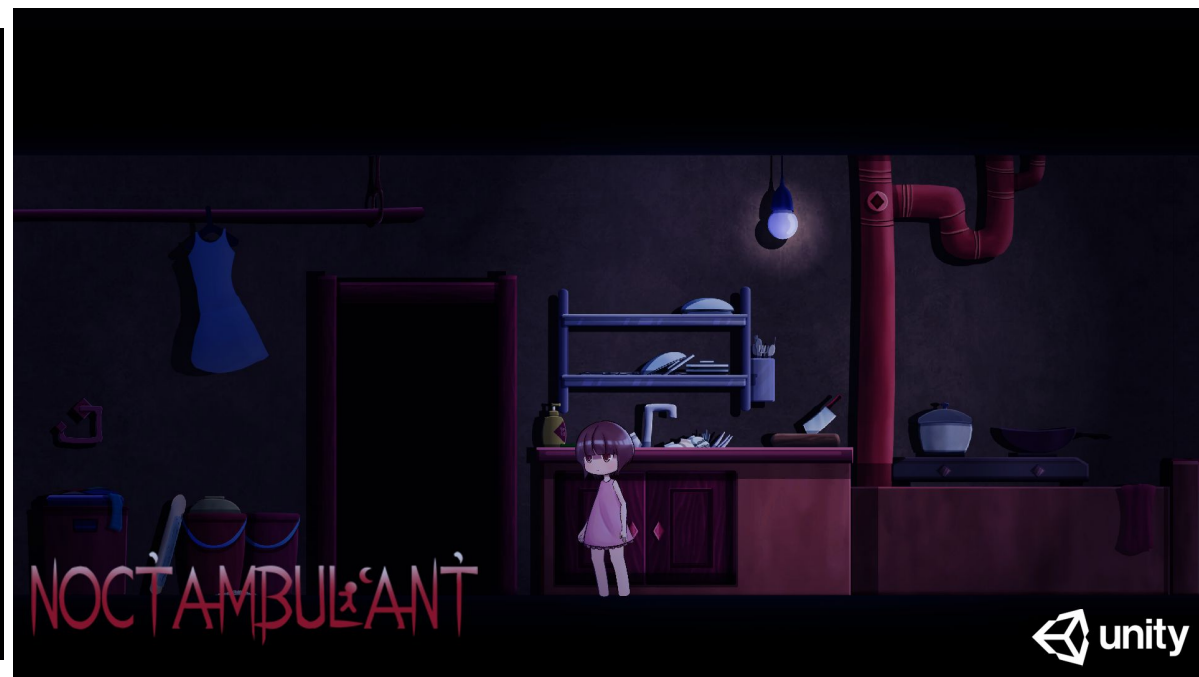
Other games:

<https://www.coolmathgames.com/>

Color Palette



Color Palette



Entities – Player Character

1. Main character

1. Behavior

- investigator will walk around killer's house investigating items to escape

2. Looks

- professor looking (smart lookings to solve puzzles)

3. Technically how you think you will manipulate this entity

- move using WASD



Entities - Enemies

1. Enemy - Serial Killer

1. Behavior

- not seen unless the player runs out of time

2. Looks

- scary looking (instill sense of uneasiness)

3. Technically how you think you will manipulate this entity

- because this entity is not seen often we won't have too many mechanics



<https://www.deviantart.com/mikeypuma134/art/Failed-Mod-sprite-sheet-887649398>

Entities - Items

1. Entities - Puzzle Items (popups)

1. Behavior

- once collected would act as inventory for the player to revisit when needed further in the game

2. Looks

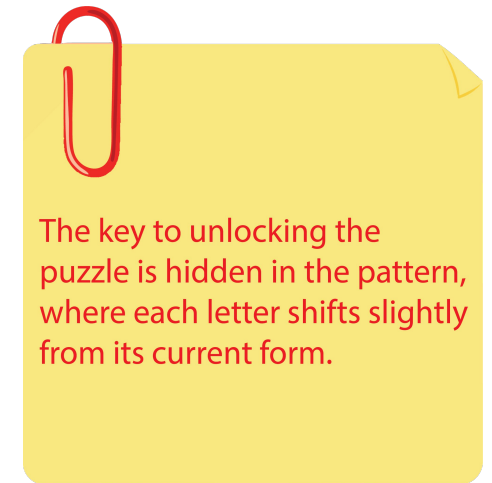
- obvious enough to know that they must be examined

3. Technically how you think you will manipulate this entity

- mouse-click object that can be turned/read/changed in to help solve the puzzle

A	B	C	D	E	F	G	H	I	J	K	L	M
					6							

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
		16										



Game Mechanics

- **Room-Based:** This game will revolve around a player investigating and solving puzzles using the items found in each individual rooms. These rooms will hide clues to the final puzzle the player must solve to escape
- **Enemies:** Time - the number on enemy of this game is the allotted time solve the puzzle - like and escape room - this game will be timed and if not finished in time the killer will return and the player will die
- **Clues:** Throughout the rooms puzzles and clues will be placed that all help undiscover the code to exit the killers house. Items found can be revisited in the inventory system that stores important features a player may have explored in the rooms before.
- **Time Limit:** The entire process between all the rooms has a time limit of an hour (this may change to 10 mins if puzzles are easier)

Player's Mechanics

The mechanics involve

- Walking (WASD)
- Keypad Interaction (to enter codes with numbers and letters)
- Mouse-Click Interaction (with objects in the room and with the inventory system)



Technicals

Modules/Levels: This game does not progress by levels but is instead one large level to be solved. However there is a progression of rooms to enter as you move forth you unlock more rooms and uncover more clues that hint to your escape, therefore, the modular development of this game would be by room

Effects: The player can only see the small illuminated area surrounding them with flashlight

Collision detection: The investigator (player) will collide with objects in the rooms (i.e. bed, bookshelf, etc.) and the walls surrounding

Physics: The only physics in the game might apply when walking but other then that there is no jumping or falling of items or that such

Algorithms: I plan to have no algorithms controlling any matters in this game

Software architecture

- Player/Object Movement
 - changing player.rect.x/y against get_pressed() on keyboard
- Collision Detection
 - using colliderect() to detect when players.rect collides
- User Input Handling
 - get_pressed() keyboard input and get_pressed() mouse click
- Collision Based Triggers
 - get_pressed() (i.e. e to activate puzzle and running into doorway
- Inventory and Item Use
 - colliderect() to check collision
 - get_pressed() to store item in inventory

