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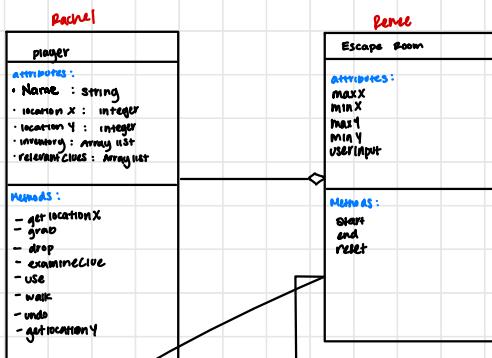


Item
lamp
rug
computer
bookcase
Desk

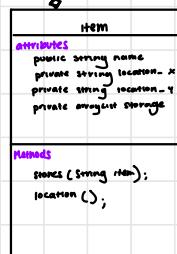
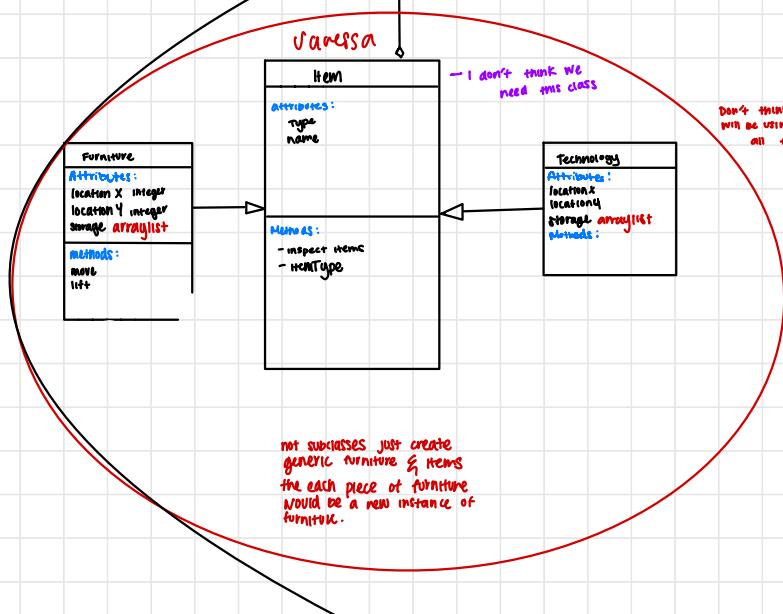
- clues
- paper with ~~hidden~~ username → ~~hidden~~ temp
 - paper with password
 - thumbdrive contains file with code to escape room
 - key in bookcase

camelCase for methods
snake_case for variables

Question:
Where would we implement a "exit" method for password & pin?



Question:
What other methods can go in EscapeRoom class?



What is the premise of your game?

→ The premise of the game is an escape room. The user has to solve puzzles to find the key to get out.

Who is the main character?

→ The main character is the player or user.

What is their objective, or what problem are they trying to solve?

→ Escape the room you are currently in. use the clues given to you to escape the room!

Where do they find themselves at the beginning of the game, and where do they need to wind up?

→ They find themselves in the center of the room. They will be given different directions they could walk to. Different directions will contain different items & clues. Ultimately, they need a pin that will unlock the door, once door is unlocked, they have escaped.

Will they need to pick up any objects, gain any skills, or unlock any achievements along the way?

→ They will need to pick up items. They will use the items to find clues throughout the room. They will be able to interact with objects to find these clues & use items on the object.

Example:

(item) paper with username → used on computer with login screen (object)

Game Script

The user starts in the center of a room. There is a door to the north. A book case to the south. A window to the west and a desk to the east.

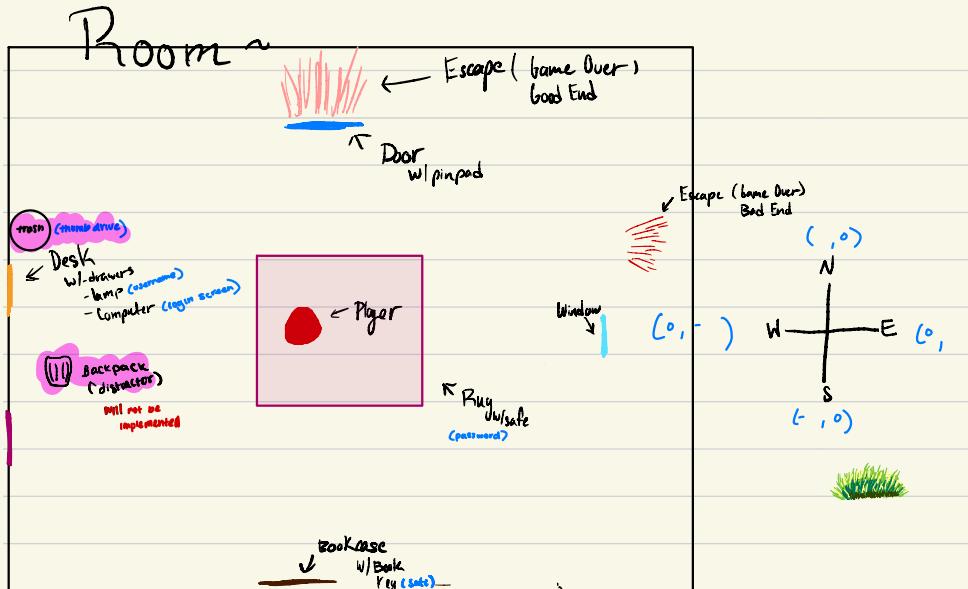
~ Go north

You are standing in front of the door. There is a pin pad beside it and a trash can to the west.

~ Use door

The door is locked.

~ Use pin pad



→ need measurements of map

↳ do they hit a wall?

↳ do they fall off the world?

→ we need to implement an "inventory" section

↳ user will have to ask to see inventory

(look back at homework about residents in house)

→ the computer will ASK the user for a code in order to escape. (pinpad)

- Desk
- Rug
- Window → GameOver
- Bookcase
- Table, lamp
- Computer

User has to look for 3 things:

- Thumbdrive
- User-name
- Password

complex things (MAYBE):

- communicating to user their location and stating the size of the room so that they know how many steps they can take.