Player
[Person]

The primary actor who controls the gameplay experience.

Interacts with

Uses

Horror Game
[Unity Game]

The main application that orchestrates the game experience.

Sends input to

Input Devices
[Keyboard, Mouse]

Captures player actions and sends them to the game system.

Runs on

Unity Engine
[Game Engine]

The Unity Engine depends on the operating system to manage hardware resources (e.g., CPU, GPU, memory) and execute the game.

Sends output to

Runs on

Renders to

Operating System
[Windows, macOS]

Provides the environment for the game to execute.

Output Devices
[Monitor, Speakers]

Provides feedback to the player through visuals and sound.

System Context Diagram for the Asylum Escape Game
The system context diagram for the Asylum Escape Game
Last modified: 2025-01-30