COMPUTER GAME

Lab Task

Team Member: M. Uzair Kayani, M. Tahir

Game: Shadow Escape

Genre: Stealth / Action / Strategy

CORE LOOP CYCLE (STEALTH ACTION CYCLE)

Explore Area → Avoid / Hack Security → Progress Forward → Tension & Satisfaction → Explore Next Area

PROGRESSIVE LOOP CYCLE

Complete Security Section → Gain Resources / Data → Upgrade Abilities → Unlock Harder Zones → Face

Interaction 1: Hacking a Security Terminal

Pseudo-code:

IF Player Presses("E") AND Player Near (Terminal)

  IF Hack Energy >= 20 AND AlarmStatus == OFF

    Hack Energy = Hack Energy - 20

    Disable (Security System)

    Unlock (Nearby Door)

  ELSE

    Display("Not enough Hack Energy")

END IF

Interaction 2: Guard Detection System

Pseudo-code:

IF Player In (Guard Vision Range)

  IF Player in Shadow == FALSE AND Player is Hiding == FALSE

    Detection Level = Detection Level + 10

  END IF

END IF

IF Detection Level >= 100

  Alarm Status = ON

  Spawn (Extra Guards)

END IF

Interaction 3: Unlocking Door with Keycard

Pseudo-code:

IF Player Collides With (Locked Door)

  IF Inventory Contains ("Keycard")

    Unlock (Door)

    Display ("Door Unlocked")

  ELSE

    Display("Keycard Required")

END IF