

Prison Break

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For our second scenario we plan to implement the enemy guards, main menu, an in-game store, and items & inventory.

There will be new levels that will be different from one another. Each level will have a different map setup with different items placed in it. The guards will also vary in these new maps. There will be simple maps to complex maps. Once a player successfully escapes a level, they will be taken to the next level.

The main menu will be composed of three buttons: Start, Load Level, and Exit. When the Start button is clicked the game will start the user on level one. From there the user will play the game until they escape or perish. When the Load Level button is clicked the user is taken to a submenu that displays all the levels available to play. Here the user may choose to start playing from any level instead of starting from the beginning. The user will only be able to load levels that they have unlocked. The Exit button will simply save and exit the application.

The guards will pose as obstacles for the player. They will have the ability to spot the player trying to escape and stop them. If a player is caught by a guard they fail the level and may try again, the user will lose all the items they acquired during that level as well. Guards will have basic move functionality, so they are not in the same place throughout the entire level. Guards will have their own characteristics just like in real life, some will be slower, some will be faster, and some will be more armed than others.

We also plan to implement items and an inventory. Items will be dispersed throughout the levels and the player will be able to pick them up. When a player picks up an item it will be added to their inventory- which will have a limited capacity. Because the inventory will have a limited capacity, we will have to implement functionality for the players to be able to drop items if they choose to. Most items will be make-shift weapons that could be used to incapacitate guards. Some items will have unique uses and do not necessarily need to be realistic. For example, we plan on adding a speed boost item that would double the players speed for a period of time. Another example, a glue item that you could place down like a trap and if a guard walks over it they're slowed for a period of time.

The in-game store will allow the player to buy items which could aid them in clearing the level. The store will likely be some random cell in the prison where inmates illegally sell goods. The store will have a different stock at times and items for sale will be limited.

Use case of scenario:

