**Prison Break**

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Prison Break is a map-based game where players navigate through a large guard-infested prison. As soon as the player moves, the guards move after in a turn-based style. The goal is for the player to find and use items to stealthily escape from the prison. This is a game that will test the skills of it’s players.

When the user loads the game, the user can choose various options from the menu screen. These options, currently, will only be single player mode and quit game. If the player chooses the quit game option, the game will be terminated and exits. As the player chooses single player mode, they start off in their prison room. This will always be the start of the game. From here, the player can move around using the arrow keys. If there is an item in the same room as the player, the player has the option to pick it up or not. When it is picked up, it is stored in the player inventory. This inventory only has a fixed size, so that the player cannot take every item they find. They have to make optimal decisions to carry certain items. These items can only be used in situations that are required of them. For example, a key cannot be used unless there is a locked door.

The player can move outside their prison room once the player is ready. Outside the room, the guards are able to move around. If the player makes a successful escape, the game ends with a congratulations you won page. Otherwise, if the player encounters a prison guard, the game ends with a “you failed” page.

The prison will contain a commissary where players may purchase items. These items will be used for the escape and will act as power ups/tradeable items. Some items will be food with effects such as allowing the player to make more than one move per turn, provide hints, and other items that increase player perks. Some items can also be used on guards to momentarily stun or impair them.

The player does not necessarily need to go to the commissary to purchase items. They may also get items from other prisoners. This can be done through trade.

Controls will be “WASD”/arrow keys for movement and cycling inventory, “I” for bringing up inventory, and space for selecting/equipping items.

Use case of scenario:

