

Mummy Maze

Second User Story

Our story continues as we meet Tom after a long night of Halloween revelry. Bleary eyed, he awakens. Immediately, he rolls out of bed to play the hottest game on the market, Mummy Maze. He loads the newest version of the game. His body tenses as he hears music coming through his speakers. Tom notices that there is an icon in the top right of the screen, indicating that he can mute the music, if he wants. He decides that he prefers music to the sound of the sound of his roommate snoring and does not click the button. He also notices that the splash screen has been updated and now the version number appears. A single tear rolls out of the corner of his eye.

Trembling with excitement, he clicks the start button when it appears. He is taken to a menu screen, where he notices an immediate difference. Not only is the menu more visually pleasing with some graphics, but it is also more functional. The load game buttons, which were previously labelled with unhelpful labels, “1”, “2”, and “3”, have been replaced with more descriptive labels.

He chooses to start a new game by clicking on the start game button. The game starts. At first he thinks that his hangover is messing with his eyesight, but then realizes that it is just the animation has gotten much better in this version. Instead of jumping from tile to tile immediately, the characters smoothly transition between tiles. He navigates the main player into position, so that two enemies collide. Instead of just disappearing a graphic appears that indicates that a mutual, brutal smackdown has occurred and the enemies have destroyed each other. Praise Horus!

Tom also notices that at the bottom of each game screen there are now icons indicating how many lives he has left instead of just a number. He also notices that the game now lists which level and stage he is on. At this point, his roommate rolls over and yells at him to turn off the music. Obliging, he clicks the mute button at the top of the screen and the music ceases.

Realizing that he is parched, Tom decides that he would like to save the game. He then notices that there is a menu button at the top of the screen. He clicks on it, and the game pauses. A menu appears which allows him to save the game, load a saved game, quit or resume his current game. He chooses to save the current game and then goes to get a drink of water.

When Tom gets back, he resumes the current game. He notices that the game seems to react quicker than previous versions. He does not know that the graphics have been rewritten to be more responsive and he does not appreciate that this change has significant performance implications. However, he does appreciate the fact that now the game has been ported to Android.