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Mummy Maze

User Story

Tom, a college student, decides he wants to play "Mummy Maze" after a long night of studying for finals. He clicks on an icon on his desktop and a splash screen appears with a bold graphic of an Adventurer running away from several mummies. The splash screen lists the name of the game in bold letters, with the version in smaller letters. The development team and the company name are also displayed. A progress bar visually indicates the percentage of the game that has loaded.

When the game is fully loaded, the progress bar disappears and a start button displayed. Tom clicks the button and the splash screen is replaced by a message asking if Tom would like to go through the tutorial and a checkbox which allows him to disable the showing of this message on subsequent plays. Tom unchecks the checkbox and selects the option to bypass the tutorial.

Next there is an option to load one of three saved games or start a new game. Tom chooses to start a new game. A rectangular board is then displayed that is composed of small squares. Along the edges of some squares are walls and on some squares there is graphics indicating water. There are also squares representing stairs or ladders. There is an Adventurer on one of the squares and several mummies on the other squares.

The game begins when Tom chooses an adjacent square that is not blocked by a wall or a water feature. Tom will be able to use the left, right, up, and down keys to move. The mummies rush towards the Adventurer, at a rate of 2 squares for every one square that the Adventurer moves. Fortunately, the mummies must move in straight lines directly at the Adventurer. If the mummies encounter a wall or a water feature, they are blocked and cannot move. Additionally, if the mummies both enter the same square, a brutal fight between the mummies ensues that eventually destroys one of the mummies. In this way, Tom can trap the mummies and make his escape to a ladder or stairs.

Each ladder or stairs leads the Adventurer to another level. Unlike the original, where each escape to a stairs was a new game level, in this map multiple floors make up one game level. Eventually, Tom goes to a new level where he makes a mistake and leads the Adventurer into a path where one of the mummies makes contact. The Adventurer immediately dies and the game is over.

Once the game is over, a scoreboard is displayed with Tom's highest scores and the overall highest scores of the top 100 players from around the world. Tom exits out of the program and turns his computer off. Exhausted, Tom falls asleep and dreams about kittens.