

Dave Irwin
CIT 260:05
Group RPG Project
Requirements Document

I was responsible for the end user stories for moving to a new location and examining an area. Team member names are listed next to the section to which we individually contributed.

Title: Lost in Yourself

Description - J.D. Jensen

Lost In Yourself is a text-based role playing mystery game. In this game, you will be taking on the role of a person who has woken up with dissociative amnesia. At the start of the game, your character will wake up in a crowded subway train with no memory of who you are or how you got there. Your nose is broken and your wallet is missing. You have no coat and, despite it being winter, seem to be sun-burnt. After a brief exploration, you discover that you have been poisoned. You have a limited amount of time to solve your mystery and take the antidote before it is too late.

Everything that you need to solve the mystery is found in your city within the locations on your map. Your task is to explore the environment and talk to non-player characters to obtain clues. You can keep track of your clues in your inventory. You must collect all of the clues in order to fully recover your memory and obtain the antidote. If you do not find all of the clues in time, your character will succumb to the poison and will die.

The game begins as you wake up in the subway car. During the game, you will need to explore the locations on your map, find and collect physical clues, speak to other characters to gain information, keep a log of your clues, and solve the mystery. You have successfully completed the game after you have recovered your memory and found the antidote.

List of End User Stories

- Start the Program - Sherry Bennett
- Load Game - Sherry Bennett
- Restart (Erase Memory) - Kailey Dilworth
- New Game Start - Brian Humecky
- Main Menu - Kailey Dilworth
- Game Menu - Mark Gallup
- Help Menu - Matthew Schaupp
- Item Menu (Inventory) - Mark Gallup
- Move to a new Location - Dave Irwin
- Examine Area - Dave Irwin

- Talk to People - Brian Humecky
- Stats - J.D. Jensen
- Save Game - Matthew Schaupp

Start Program

The end user enters the command to start the program. The program will then display the banner with the game's title, a short description of the game and its goals. The player can choose from a list of options to start a new game, load a previous game, or exit the program.

Load Game

When user selects load game from the main menu, the player is prompted to enter the name of the file they want to load. If invalid, they will be notified and sent back to the main menu. If valid, the program will load the save file and send the player to where they left off.

Restart Game

The option to reset the game will be featured in the main menu within the game. It will prompt the user on whether they would like to reset their current file (erase their memory as a play on the amnesia story). This will give the player the option to erase their game and start from the beginning again. Selecting "Yes" to the prompt will cause the game file to start from the Game Start end user story and re-enter their name as if starting to play for the first time again.

New Game Start

The End user will start out and will see that there are no inventory items, or any recollection of who they are. The player will enter their name and that will become the character's. The end user will be able to select the different menu options, and other options to be able to interact with the game from the main menu, or the game menu.

Main Menu

Displays the following menu:

S - Save Game
L - Load
R - Restart (Erase Memory)

H- Help Menu
E - Exit Game
Q - Quit Menu

The end user (player) will be shown the following menu and key prompts. If a valid value is entered, it will bring the player to that End User Story. If Exit Game is selected, the program will be terminated. If Quit Menu is selected, it will return the player to the game menu screen.

Save Game

The user will locate the Save Game option within the Main Menu. When selected, the player, level, character bios, inventory, action log, maps, and stats will be saved to a file. When the game is saved successfully a message prompt is displayed with "Game saved successfully!" The user is then returned to the Main Menu where they can choose to exit the game completely.

Help Menu

The following menu is selected from the Main Menu and will display:

G – Goal of Game
H – How to Move
F – Finding Clues
Q – Quit

When the user selects an appropriate option key the selected help screen or message is displayed. When the user selects an inappropriate option key an error message is displayed asking the user to select an appropriate option or to select Q to quit/exit the menu. After the error message is displayed, the help menu is redisplayed.

Game Menu

M - Move to new Location (Player can enter a direction to move n,e,s,w)
V - View Map
S - Status
E - Examine
T - Talk
Q - Quit

The player is prompted to move to a new location, view the map, check their status, examine their health, talk to a non-player or quit and go back to the Main menu. The player selects a choice.

Item Menu

C - Character Bios
I - Inventory (Clues)
A - Action Log
Q - Quit

The player chooses the Item menu and will see a list of the inventory they have collected thus far in the game. They can check their characters bios, see what clues they have gathered and their action log which shows all actions taken (clues found, people talked to, places visited) so far in the game.

Move to a New Location

When a player selects M (move to a new location) from the game menu, they will be prompted for a direction and will enter N, E, S, or W. They can hit the esc key to go back and select other options from the game menu, such as V to view the map. Otherwise, if they enter a single direction (such as N for north) they will be moved one space north to the new map location.

The player may also enter a series of directions such as NNE, for example, to move to a location that is two spots north and one spot east of their present location on the map. For each map location moved, a specific amount of time will be deducted from the user's countdown clock.

When the player has arrived at a new location, a message will appear that states "You have arrived at [location]. What would you like to do?" The game menu options will then be displayed.

Examine Area

When a user selects E from the game menu, a message will be displayed that gives a literary description of the new location, including what the player sees in terms of buildings, people, items, furniture, etc. The standard game menu will appear, and a short area menu will be displayed that gives the player options that are specific to that area. For example:

1 - talk to [non playing character]
2 - pick up [item]

3 - move/push [furniture, door, etc.]
. . . additional options specific to area

Each area-specific action will have a result attached to it, which may include receiving clues from a non-playing character, putting an item in inventory, or finding a clue after moving or pushing an object. All actions and results are displayed to the player and are added to the player log.

Stats

After the player inputs the stats key from the Game Menu the program will display the percentage of clues found, the total number of locations visited, and the time remaining to find the antidote. Then it will redisplay the Game Menu.

Talk

If “talk” is selected from the game menu and a non-playable character is in the player’s location the following options will show:

T - Talk
Y - Yell
Q - Question
W - Whisper

Each Different way of talking with people will give different responses. After the conversation ends, the player will be returned to the game menu.