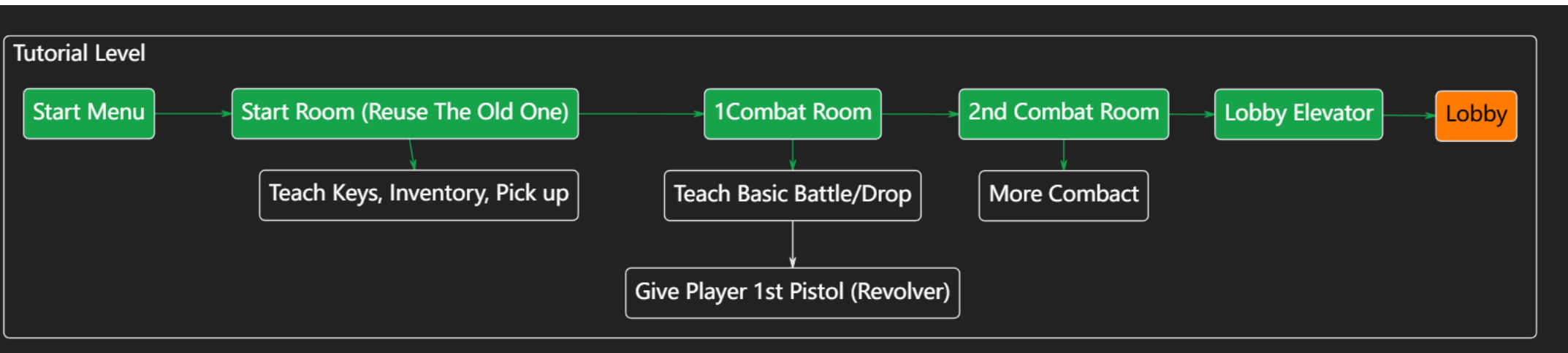
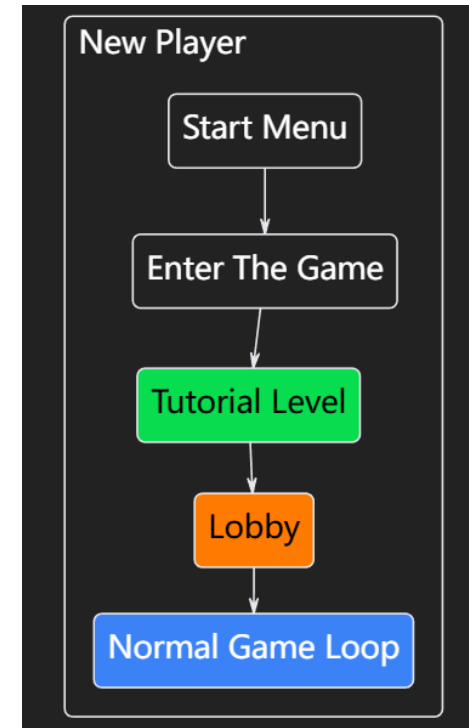


GAME FLOW

- **New Player First Enter The Game**
- There will be a small tutorial level when players first enter the game contains the old starting room, 2 combat level and brings player into the lobby
- Teach :1.Keys 2.Inventory 3. Pick/Unlock Weapon 4.Basic Combat 5. Use of Elevator to The Lobby



LOBBY

Contains Functions Of

1.NPCs:

- Sonmi (Narrative)
- Shop NPC

2. Load Out Area:

- Gear Wall:Shows All unlocked weapons, Can pickup before enter the Hallway
- Home Inventory: A Box Story Player's Inventory, Can Deposit Ammo to Prevent Lost when dead in the game.

3.Shop(Lobby)

- Player Sell Items (Open Selling UI WhenTalk To NPC)
- Buying:(Interact with stuff on bar table to buy (If having enough resource)
- Items: Healing Items(Unlimited Amount), Backpacks (One Time For Larger Player Inventory)

First Time Lobby

- First Time Enter The Lobby After Tutorial Level

Unlock Normal Game Loop (Door To Hallway)Until Player...

1.Talk To 2 NPCs to learn Dialog, Shop

- Can Add ? On the Head To Indicate Dialog

- Show Mechanism Of Money = Ammo

2.Grap Gear From Gear Area & Open Home Inventory To Depository

- Show Revolver Unlock

- Learn Home Storage/ Deposit Ammo Prevent Lost

3.Then The Door to Hallway will open

4.The Tutorial Stage Ends

5. Normal Game Loop Starts

Lobby Layout - syc

- WIP

Shop

- -Lobby Shop
- -Breakroom Shop

Load Out Area

- A Home Inventory Case (Use the prototype from last semaste
 - Player Store items from player inventory
 - Player Store Ammo to Prevent Lost A
 - A Gear Wall
 - Player pick up Unlocked weapons before enter the level (2 weapon maximum)
 - Can Change the Melee Weapon if Unlocked (Melee got Its own slot, can not get dropped)
 - When Player Evacuate, Carrying New Weapons In Weapon slot, Unlock or show the weapon on gear wall
 - Player Pick The Weapon by Interact With The Weapon On the Wall
- 



GAME GOAL & STRUCTURE

Game Structure

- Game Goal is to clear 4 Hallways & Final Boss To Win

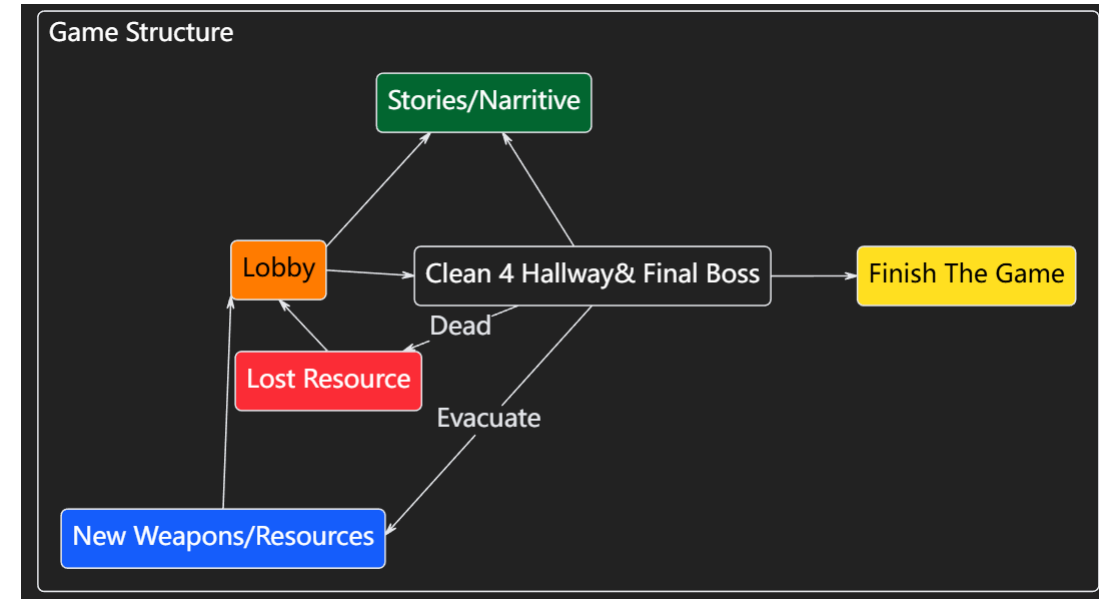
- Player Faile/Evacuate will all Result Back To Lobby

 - 1Evacuate allows player to **keep Resources** Gained / **Unlock** new weapons

 - 2Dead will **lost all Resources** (except Mellee)

 - 3All **Rouge Updates** in the levels will **Clear** Once Return to Lobby by 1 or 2

Narritive elements happened in Lobby
NPCs & in the **Breaking Room** NPCs that a **Breaking Room** could spawn in Hallway by chance



GAME LOOP

END OF LEVEL

Return To Lobby

1 **Evacuate** Through **Lobby Elevator**

-Lost **ALL** Rogue Upgrades

-Player Choose To **bring out resources** gained or **new unlock** and leave

2 Player **Dead** In Combat

Lost **ALL Resources** (Inventory&Money&Weapons)

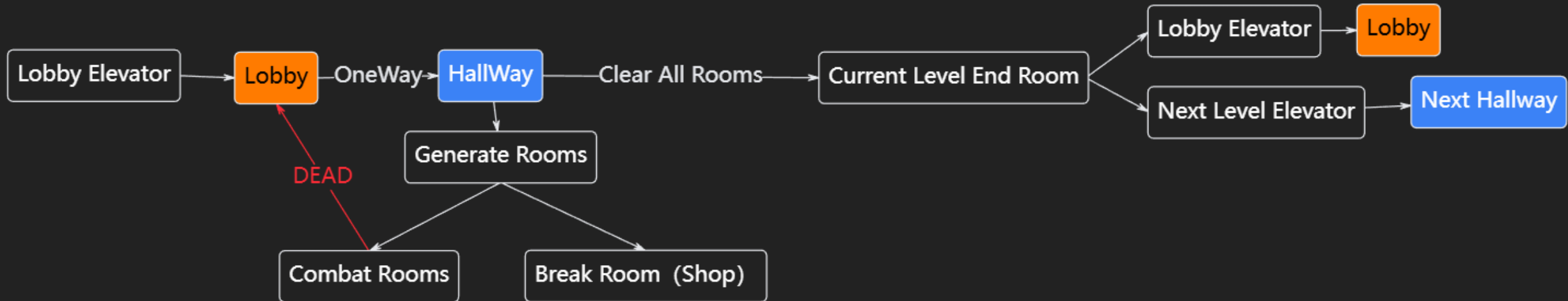
Go To Next Level(Hallway)

1 **Enter** Through **Next Level Elevator**

-Enter the next hallway level
(total 4)

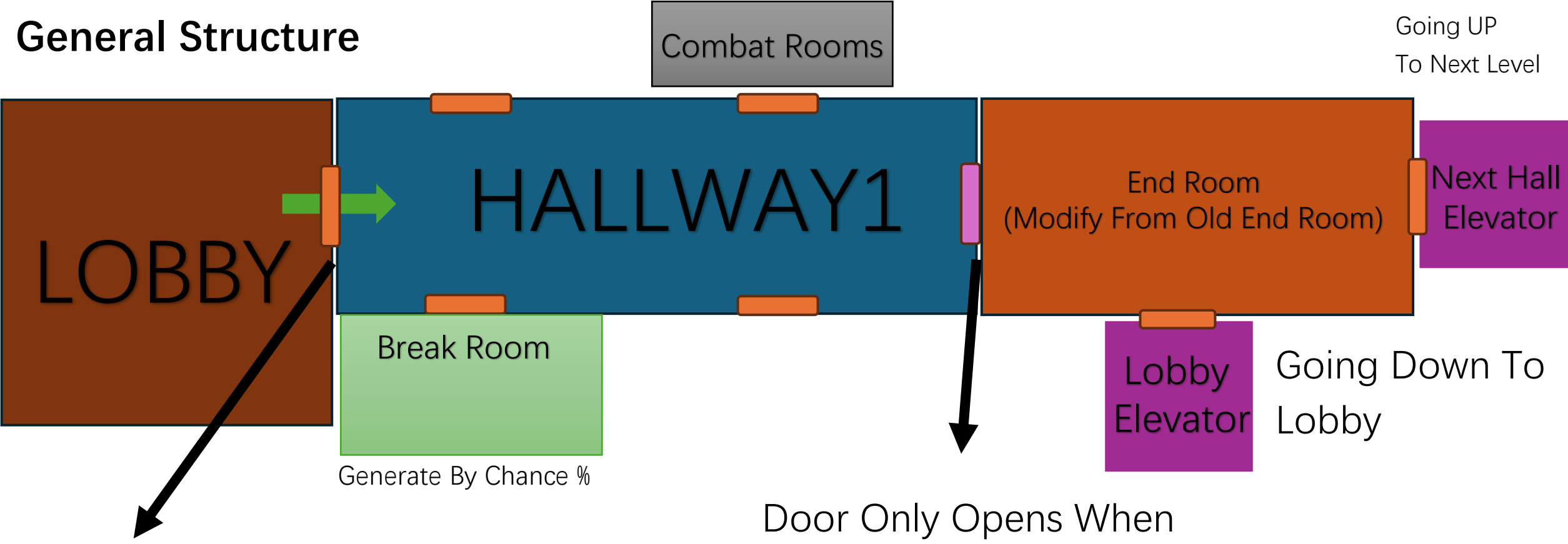
2 **Enter the boss room** for the final

Game Loop



HALL WAY LEVELS

General Structure

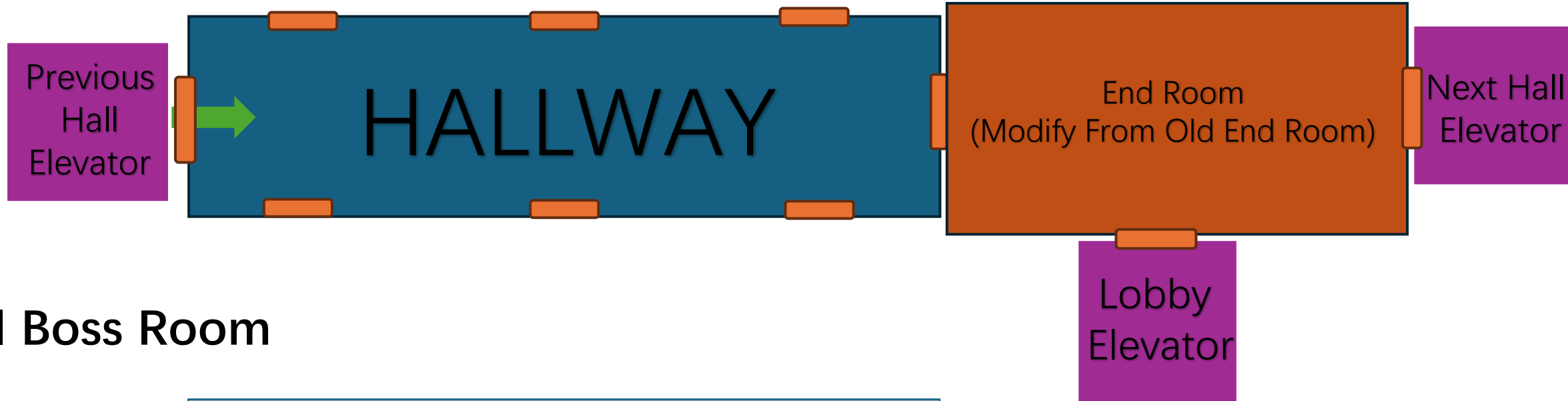


One Way Door, Closed
When Player Enter Hall
Way

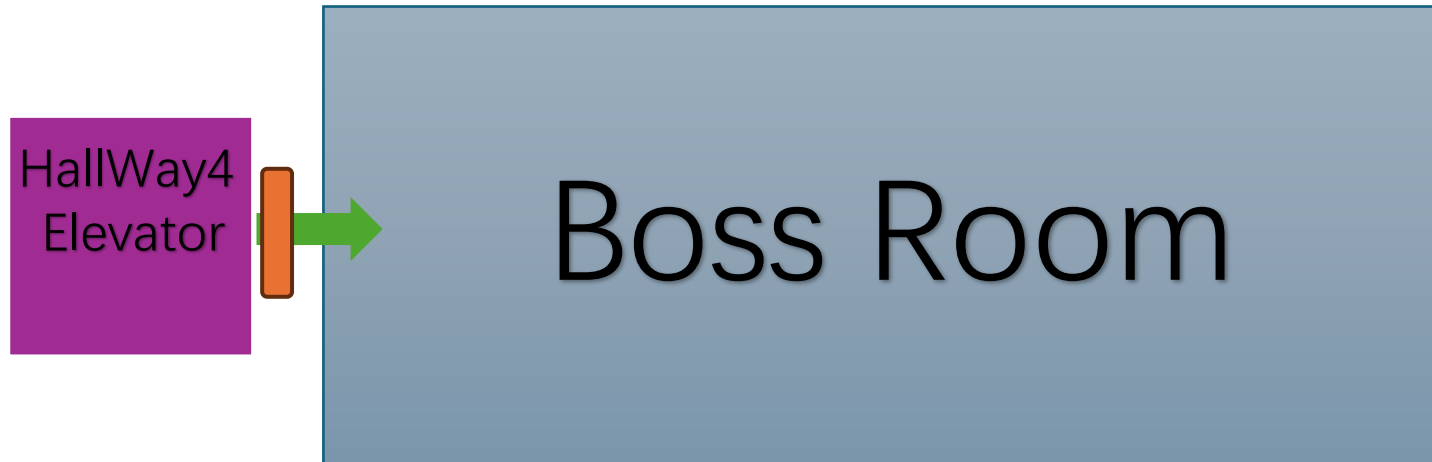
Door Only Opens When
All Rooms Got Cleaned

HALL WAY LEVELS

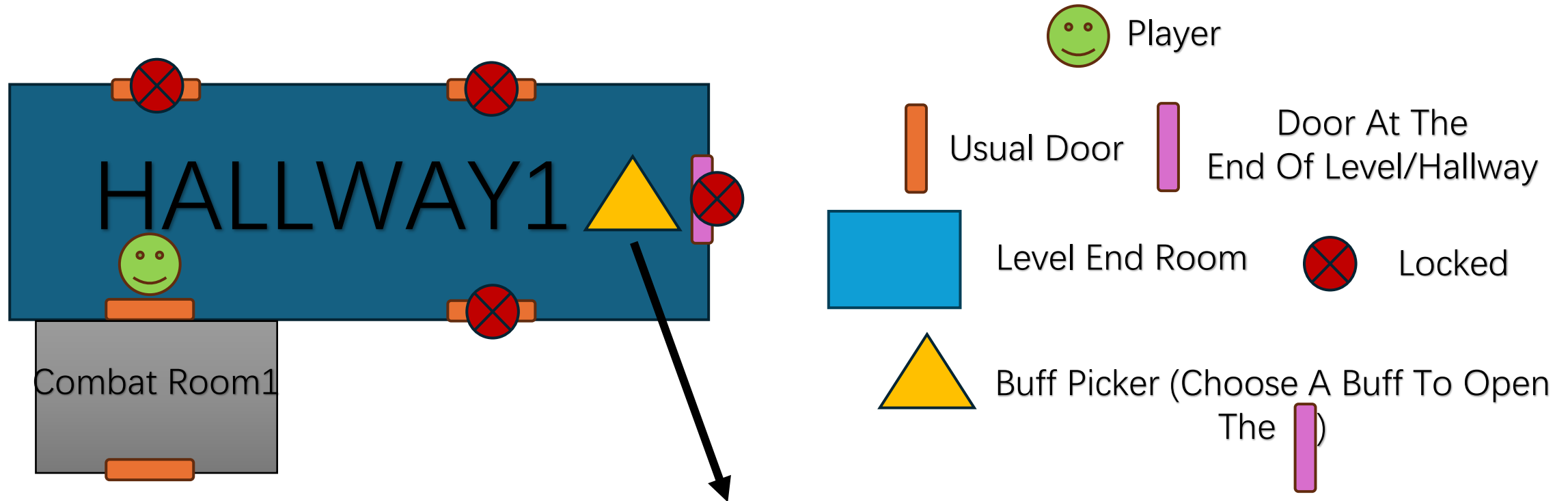
Hallway 2 to 4



Final Boss Room



Combat Room Generate Logic

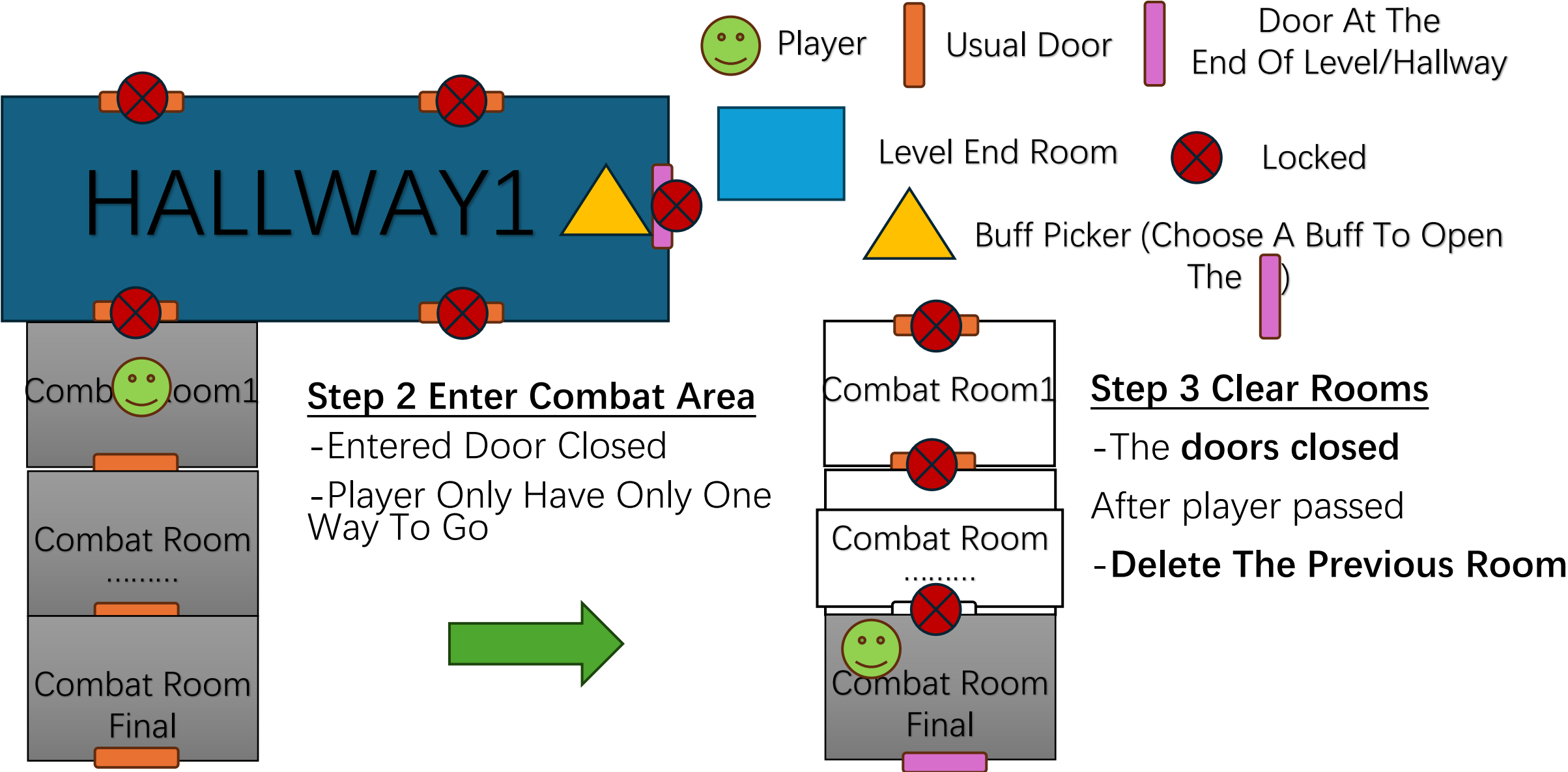


Step 1 Player Interact With Door

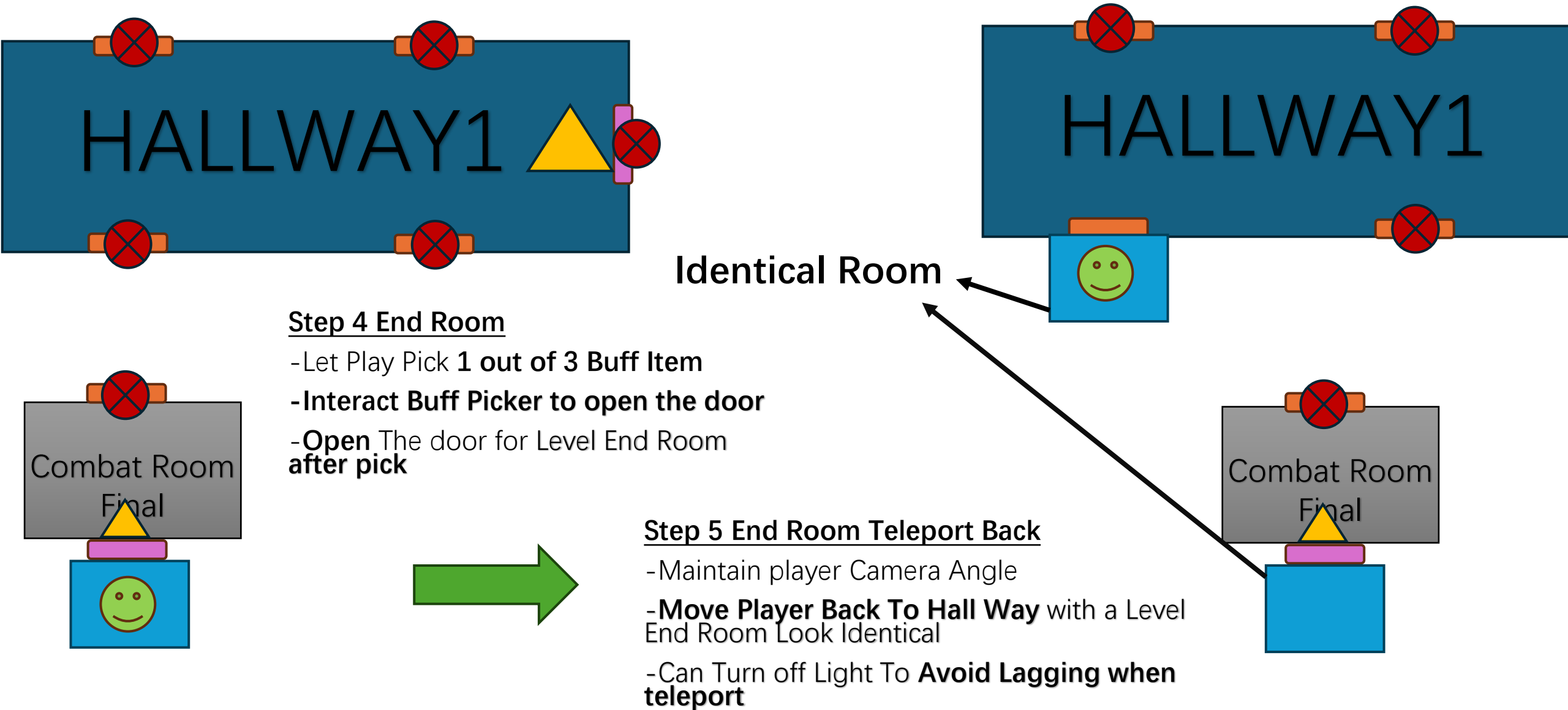
- Generate Combat Rooms Behind
- Other Doors in the hall way will Keep Locked After The First Choice was made

This one appeared only after player Clears All the Rooms in the Hallway

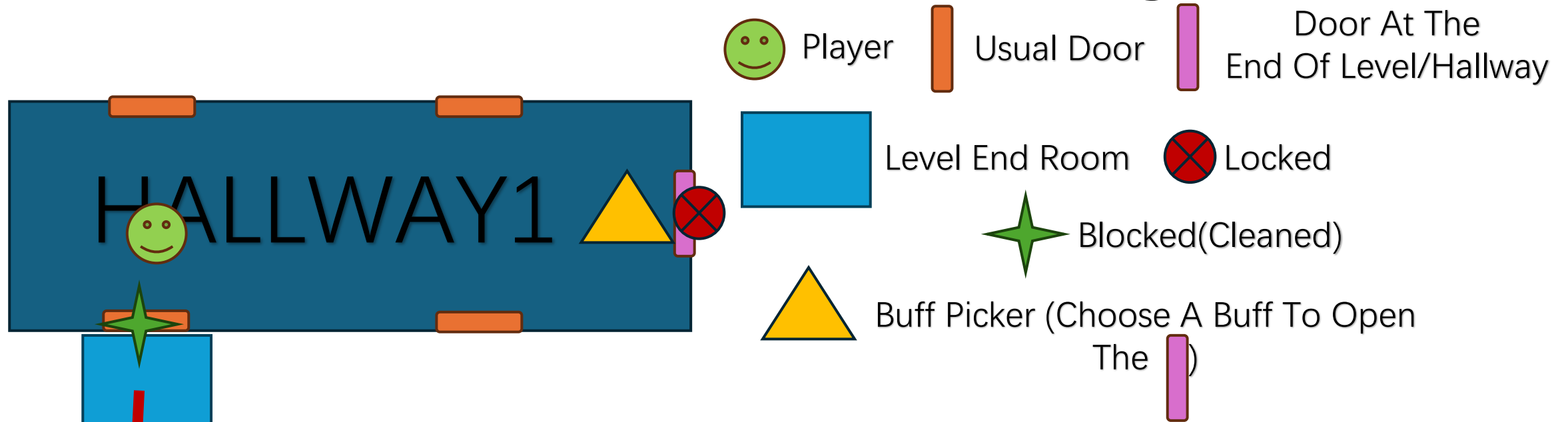
Combat Room Generate Logic



Combat Room Generate Logic



Combat Room Generate Logic

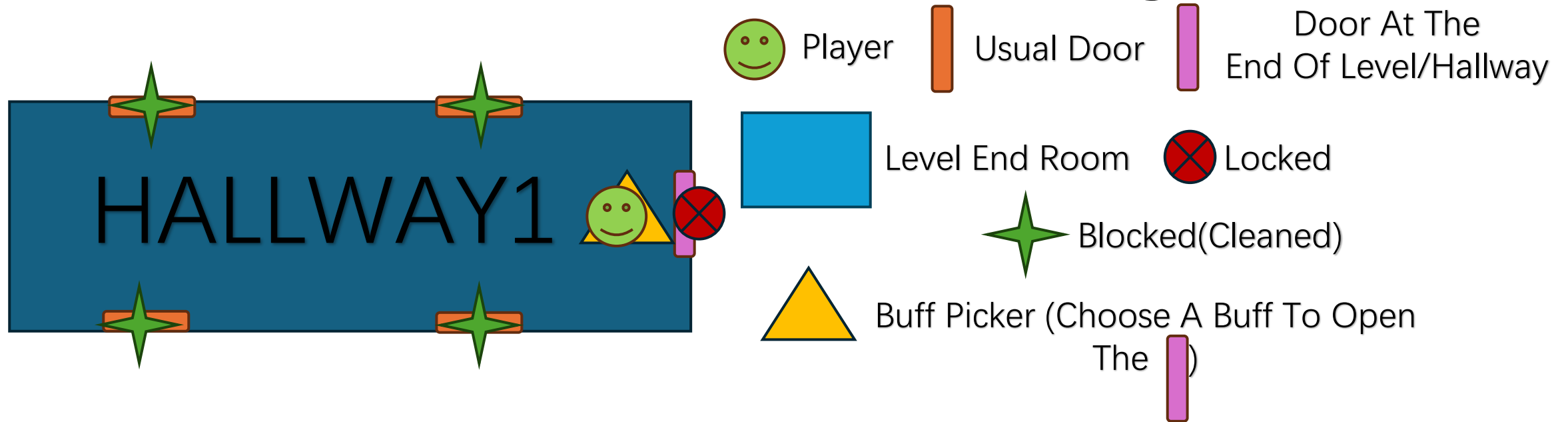


Step 6 Back To Hallway

- 1 Room Got **Cleared**
- Player **Can Pick Other Rooms**
- Can **Delete Previous combat areas**

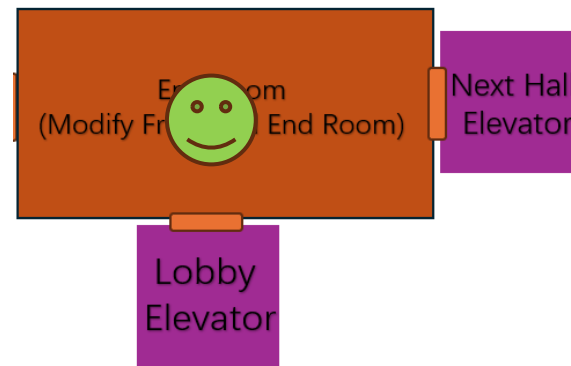
After Exit Level End Room
, **blocked** the door to
indicate it is **cleaned**

Combat Room Generate Logic



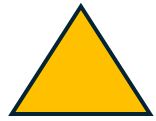
Step 7 Cleaned All Rooms

- Pick **either 1 out of 3 buff** or current **level weapon** at **Buff Picker**
- **Buff Picker** opens the **Door At The End Of Hallway**



Step 8 Choose Where To Go

- Player **Choose** to **Continue** to **Next Hallway** or save **current inventory** or **new weapons** to the **lobby**



Buff Picker

Work as the reward when player gets to -The last room of combat rooms (No Weapon Reward in this case, **Jewelries only**).

-cleaned all rooms in the hallway.

3 Jewelries Floating in the air, **Pick One** Jewelry (Interact) and it **will drop**, the **rest 2 disappear**, the **weapon also disappear**

Pick One Jewelry On Left Or Weapon One The Right



Door At The End Of Level/Hallway

3 The Weapon Also Floating in the air, **Pick (interact with) it will drop**, the **Jewelries disappear**

The door opened after the pick

Level LISTS

Hallway Level	Number Of Doors	Chance Of Generate Break Room	Weapon Reward(End Of Level)	Num of Combat Rooms in each door	Enemy Attack INC %	Enemy Health INC %	
Hallway 1l	4	5%	New Pistol				
Hallway 2l	6	20%	2 SMG				
Hallway 3l	6	50%	ShotGun				
Hallway 4l	8	70%	New Mellee				
Boss Room							
Tutorial Level			Axe+Revolver				

Break Room Layout

WEAPONS

Existing+ New

Melees)

Axe, +New (Way Higher Damage)

Pistols)

Revolver, +New (Greater Capacity)

SMG)

SMG, +Maybe New (Greater Capacity)

Shotgun)

+New