**Overview**

You are a famous detective that has solved over 10,000 cases and you haven’t failed a single one. An unknown villain is determined to challenge you and break your streak. They have scattered dead bodies of their victims across various areas of the city. Each body is weirdly shaped as if it were going through a radioactive transformation. Each body has clues that lead to more clues on more bodies. Eventually, the clues lead to the villain, however, once you get to the abandoned building to meet the villain, you get trapped in the building and the villain is in front of you. He then reveals to you his plan of detonating a giant radioactive gas bomb in his secret radioactive warehouse within an abandoned mall. From the darkness, one of the villain’s goons brings out Officer Bob Marshall. The villain grabs his radioactive syringe (What he’s been using on all the victims you examined) and gives you your final clue (Bob Marshall’s dead body). The villain then leaves. You figure out the location of the bomb when in the abandoned building and head to the mall to stop the bomb located in the mall’s warehouse. The mall is guarded so there are decisions you must make regarding breaking into the mall and must battle guards. The villain is stood right next to the bomb so you can kill him before you deactivate it.

**Main Character**

Detective Falcone/ Ryder Falcone: He is the most famous detective in the world as he as solved over 10,000 cases with most of them leading to lives being saved. He is tall, lean and extremely athletic and has mastered 10 martial arts techniques. He wears an all-black suit with a sleek top hat. He is always carrying a suppressed pistol and Escrima sticks (Idea taken from Nightwing). In addition to this, in his mansion, he has a weapon armory with more advanced weapons. There are no items that are in his inventory by default.

Limitations:

* Weight limit: 50 pounds, however, he will die in battle if he is carrying more than 15. Falcone can’t carry too much, otherwise, he won’t be too useful in battle. The game will give the player a warning if they’re carrying more than 15 but won’t disallow them from doing so. This only happens at 50.
* Falcone has 100 HP. If it reaches 0 he dies.
* He doesn’t have any powers. He is just very good at fighting and is athletic enough to do so acrobatically.

**Scoring**

In each correct room, the player will be given 3-5 options for places to go. Once they make their choice, the user will teleport to that part of the city (Falcone travels there by car but for the user he just instantly appears there). Before making their choice, Falcone must examine the body to find clues or riddles in order to make the choice that leads to the next body. If the correct choice is made, the user gets 100 points and is guided to the next body. If they make the wrong choice, they will be guided to a room that has no dead body and they will lose 10 points or more and may lose some health. At the end of the game, it will show the player their score and the total amount of points they could’ve gotten.

**The World**

The world for this game is set within an entire city, therefore, the rooms aren’t directly connected next to each other. There will be choices, and based on the choice made, the player teleports to that part of the city.

List of all rooms:

Key:

Decoy/Wrong Rooms (-10 points and some rooms make you lose health. Some are -20 pts)

(User enters these if chose to go to the wrong place after examining body)

100-point rooms (no health change)

(Correct answer will lead to these rooms where another body will be found. 8 of these)

Just Part of the story (no health change) (some of these rooms that are toward the end give points. Point value depends on room)

* Mansion Living Room and Kitchen
* Mansion Weapon Armory
* Mansion Helipad
* Police station helipad
* Audi R8
* Abandoned Building\*
* Mall Parking\*
* Mall\*
* Passcode room
* Radioactive Warehouse in Mall
* Clock Tower
* Apartment 1 Rooftop
* Casino
* Nightfall Bridge
* Ramsay’s Restaurant\*
* Jazz Club
* Po’s Coffee Shop
* Ancient Library
* Deli
* Aaron’s Tattoo Shop
* Nightclub
* Frat House
* Sewer – lose health (U)
* Zoo
* Fieri’s Diner
* Bobby Flay’s Filet Place
* Public Square
* City Hall
* Ho’s Coffee shop
* No’s Coffee shop
* K’s Coffee shop
* Yoga Studio
* Planet Fitness
* Tennis Court
* Playground
* Cornfield
* What’s going on room

**Room 1: Ryder Falcone’s Mansion’s - Living Room & Kitchen**

Story:

Falcone is making a protein shake in his kitchen and he notices the news on the TV. He walks to the living room and sees that the news is reporting a weirdly shaped body tied to the city’s large clock tower. He immediately gets a call from the chief of police to come to the police station as they have more info.

Go to the basement to get weapons and necessary items

Items in the room:

* Play Items:
  + **Phone** (“You can make important calls with this that will give important information”, 5 pts, 1 lb)

\*Some rooms require certain calls to be made before the player is allowed to examine the body.

* + Armory Key (“unlocks weapon armory”, 0 pts, 0.05 lbs)
* Non-Play Item:
  + Protein shake (“This is just a chocolate-flavored protein shake”, 0pts, 1 lb)
  + TV (“The news is showing a weirdly shaped green dead body hanging on the clock tower”, 0pts, 60lbs)
  + couch (“Black, leather, L-shaped couch by the fireplace”, 0pts, 400 lbs)

What’s next:

* Go to the basement to get weapons and items

Exits: basement

**Room 2: Ryder Falcone’s Mansion’s – Weapon Armory in Basement – initially locked**

Story:

You must prepare for what is to come, make your choice for what weapon or weapons you want to carry. You may be tempted to grab it all, but beware, we can’t carry more than 50 lbs so make sure to leave enough room to carry other things. Also, it’s a disadvantage to carry more than 15 lbs during battle. Anyway, here are your options:

* Scanner – 2 lbs \*required\*
* Falcone’s Daily – Silenced 9mm Pistol – 3 lbs. \*recommended\*
* Escrima Sticks (has electricity) – 6 lbs \*recommended\*
* RPG – 35 lbs
* Flash Grenade – 2 lbs \*recommended\*
* CR-56 Amax – 25 lbs
* Weapon Case – 10 lbs \*recommended\*

Items in the room:

* Play Items: (for this room, these items should be added to the inventory to be used throughout the game)
  + Scanner (“Falcone built this device himself. It can provide useful information from the slightest of hints and marks left behind. It can analyze every language on earth in addition to all sorts of code”, 1pt, 2lbs)

\*helps get to the correct room

* + Falcone’s Daily (“Loaded, silenced 9mm Pistol”, 0pts, 3lbs)
  + Escrima Sticks (“Weapon that is two, short electrically charged bars. Useful for acrobatic battle”, 0pts, 6lbs)
  + RPG (“makes things boom”, 0pts, 35lbs)
  + Flash Grenade (“blinds enemies. Can blind a whole group at once”, 0pts, 2lbs)
  + CR-56 Amax (“Heavy Assault Rifle”, 0pts, 25lbs)
  + Weapon Case (“This is a fancy, organized case that can store all the weapons you choose. Pack your chosen weapons into the case once you add the case to your inventory. But make sure to unpack the weapons before you use them.", 5 pts, 10 lbs) \*\*this is a **container.**

All items above except the scanner and case are weapons. Purpose of attacking enemies in the last rooms.

* Non-Play Item:
  + none

What’s next:

* Enter elevator and head up to the helipad to enter helicopter to go to police station

Exits: Elevator (goes to helipad), kitchen

**Room 3: Mansion Helipad**

Wind blows in your face as you walk toward the helicopter. Let’s go to the police station to get more information

no items

Exits: helicopter (goes to police station), basement

**Room 4: Police Station Helipad**

Officer Bob Marshall walks toward you calmly as wind from the chopper blows in his face. As you both walk inside, he says: “Looks like someone is looking to challenge you. We don’t know who, but the lunatic is obsessed with riddles and hidden clues. I just wish the clues were written on paper rather than hidden in bodies. Who knows how many people he’s killed, but he sent us a teasing message revealing that there are 8 bodies that he’s used as just clues. The whole country knows that where the first clue is, it’s so obviously hung on the clock tower. We need you to investigate that body and use the clues to find all bodies. Be careful when examining the body, you wouldn’t want to get contaminated. Eventually the clues will lead you right to him, just beware since he’ll have home field advantage”.

I must go check out the body. Go to your Audi R8

no items

Exits: Audi

**Room 5: Audi R8**

“Oh sweet! My assistant prepped the Audi beforehand. There is protective gear placed on the backseat.”

\*The player must add the protective gear to their inventory, but they can also go to the clock tower and examine the body before doing so. This will make them lose. But they can also come back to pick it up

Items in the room:

* Play Items:
  + protective gear (“This is good precaution for examining the bodies”, 2pts, 4lbs)

\*This should be in inventory to not die from examining a body.

* Non-Play Items:
  + cologne (“Tom Ford Oud Wood”, 0pts, 0.5 lbs)

Exits: clock, kitchen

**Room 6: Body 1 - Clock Tower**

Options:

* examine body (leads to death because of toxic radioactive material on the body if didn’t pick up gear)
* Go to Car (pick up protective gear)

**\*Didn’t implement this. Ran out of time. Player won’t die if they examine without protective gear now.**

Initial Description:

The body has already been lowered from the tower by the police. It’s lying on a tarp on the floor.

“This is brutal. The body looks inhumane, it’s unnatural in every way possible. Whoever did this had goals beyond just killing this person. It looks as if it’s transforming into a different being. His skin is turning green and there are cut marks all over him and green bubonic-plague-type bubbles”

Items in the room:

* Play Items:
  + Body1 (description below, 0pts, 145lbs)
* Non-Play Item:
  + Lion sculptures (“Nothing special here, just decoration”, 0pts, 100lbs )
  + paper guide (“What are you thinking, stop wasting time. It’s just a guide for tourists”, 0pts, 0.5 lbs)
  + Tarp (“not bad thinking, there may have been a clue here but there’s nothing but green blood on it”, 0pts, 1 lb)

When examine body command is typed (Body Item’s description):

The person is wearing a T-shirt and shorts.

Bubbles are visible. There’s green blood pouring out of the bubbles.

The cut marks contain binary code written in minuscule print. Maybe try using the scanner to decode the marks.

If scanner is used will display:

Analysis of minuscule code from cut marks reveals the following clue: High up

Choices/Exits:

Choice A: Deli

Choice B: Aaron’s tattoo shop

Choice C: Mulberry Apartments

Scoring: 100 points

**Room 7: Wrong Room 1a – Deli**

Description:

“How ya doin! What can I get ya?” – Antonio

“A dead body?” – Falcone

“Man get the hell outta here!” – Antonio

Items in the room:

* Play Items:
  + none
* Non-Play Item:
  + sandwich (“bacon egg and cheese”, 0pts, 2 lbs)

What’s next: Go back by hitting back command

Scoring: -10 points

Health change: 0

Exits: Must use the back command to go back. No new exits. \*\*\*\*All wrong rooms are like this.

**Room 8: Wrong Room 1b – Aaron’s Tattoo shop**

Description:

“What you wanna get big guy?” – Aaron

“Do you happen to notice any suspicious activity recently?” – Falcone

“Nah” – Aaron

“I’m gonna investigate the shop sir” – Falcone

“You’re all good, nothing here” - Falcone

Items in the room:

* Play Items:
  + none
* Non-Play Item:
  + needle (“Aaron’s tattoo needle”, 0pts, 0.5 lbs)

What’s next: Go back by hitting back command

Scoring: -10 points

Health change: 0

**Room 9: Body2 – Mulberry Apartment rooftop**

Initial Description:

In the slums lies a 20-floor, damaged apartment complex with a large LED sign that says Mulberry. “Based on the clue, I assume the body is on the roof, so I’ll begin examining from the top down.”

You are at the roof. There are AC units and antennas everywhere. After a few minutes of zigzagging through the AC units and antennas, you notice a green liquid dripping from an AC unit. We need to reveal the body from under the AC unit. “There it is. The body looks just like the last: sick, green, and morphing. It has the same cut marks and bubbles. This seems like a common theme.”

Items in the room:

* Play Items:
  + Body2 (description below, 0pts, 300lbs)
* Non-Play Item:
  + antenna (“These antennas seem normal”, 0pts, 15lbs)
  + pigeon (“You approached the pigeon, and it flew away, how embarrassing”, 0pts, 0.5 lbs)

When examine body command is typed:

The person is old, overweight, and is wearing a polo and suit pants

The person’s wallet is empty

If scanner is used will display:

DNA analysis of the person’s blood reveals 0.15 blood alcohol content.

Choices/Exits:

Choice A: Casino

Choice B: Nightclub

Choice C: Delta Phi Frat House

Scoring: 100 points

**Room 10: Wrong Room 2a – Nightclub**

Description:

“This is the busiest I’ve ever seen this place. I highly doubt that none of these people noticed anything in such a small area. Let’s not waste any time.” – Falcone

Items in the room:

* Play Items:
  + none
* Non-Play Item:
  + Tequila (“You can’t drink on the job. Put it down”, 0pts, 0.1 lbs)
  + Beer (“You can’t drink on the job. Put it down”, 0pts, 1 lb)

What’s next: Go back by hitting back command.

Scoring: -10 points

Health change: 0

**Room 11: Wrong Room 2b – Frat Party**

Description:

“Suhhh duuude?” – Brad

“I need to investigate the house for a dead body” – Falcone

“You bring any drinks? Where your girls at?” – Brad

“no” – Falcone

“Get lost crodie” - Brad

Items in the room:

* Play Items:
  + none
* Non-Play Item:
  + Vodka (“You can’t drink on the job. Put it down”, 0pts, 0.1 lbs)

What’s next: Go back by hitting back command

Scoring: -10 points

Health change: 0

**Room 12: Body 3 – Casino**

Initial Description:

You must do a search of the casino but must first inform the owner that he’s required by the police department to clear the building for this search. After going to the officer guarding the door and informing him about the search, he calls the owner of the casino and approves the search. Everyone has fled the building and it’s time to search.

After a thorough search, Falcone was able to find the body on the ceiling of the janitor’s office. The body is horizontally hanging from wall to wall with her feet glued to one wall and her arms to the opposing wall. There’s a toy car on the woman’s stomach. As usual, the body is morphing and has green bubbles dripping green liquid. This made a puddle under the woman.

Items in the room:

* Play Items:
  + Body3 (description below, 0pts, 110lbs)
* Non-Play Item:
  + Bucket (“Janitor’s bucket”, 0pts, 14lbs)
  + Mop (“it’s a wet mop”, 0pts, 4 lbs)

When examine command is pressed:

The woman has a necklace with the letter N on it.

If scanner is used will display:

Analysis of miniscule code from cut marks reveals the following clue: From A to B

Choices/Exits:

Choice A: Nightfall Bridge

Choice B: Sewer Ab3432

Choice C: Norriton’s Zoo

Scoring: 100 points

**Room 13: Wrong Room 3a – Sewer Ab3432**

Description:

After looking up the city’s sewer map, you went to this location and entered the sewer. It is a long 1-mile tunnel of sewage.

“This place definitely matches the vibe of the last two bodies. Guess I better get searching”

After searching through the whole tunnel… you found… nothing

You lost 10 HP due to being in the stench for too long.

Items in the room:

* Play Items:
  + none
* Non-Play Item:
  + Poo (“You’re disgusting, why are you touching this”, -2 pts, 0.1 lbs)

What’s next: Go back by hitting back command

Scoring: -10 points

Health change: -10

**Room 14: Wrong Room 3b – Norriton’s Zoo**

Description:

“I don’t have time to search the entire zoo. I must look at the drone footage they have” – Falcone

“I need to check the camera footage to see if I can find a green dead body” – Falcone

“Sure thing – Zoo Camera Officer

The body isn’t here

As you are walking out to leave the zoo, a Gorilla throws his poo at you **(-10 HP)**

Items in the room:

* Play Items:
  + none
* Non-Play Item:
  + Poop (“Damn it! I got poo all over my face”, 0pts, 0.1 lbs)

What’s next: Go back by hitting back command

Scoring: -10 points

Health change: -10

**Room 15: Body 4 – Nightfall Bridge**

Initial Description:

Falcone hopped in the R8 and drove over the Nightfall Bridge. You weren’t able to find anything suspicious on the top of the bridge. You decide to search under the bridge before leaving. “Good thing I checked down here…Never mind… this is pure gore! The body is hanging from a hook connected to the bottom of the bridge. Let me lower this thing to take a closer look.”

Items in the room:

* Play Items:
  + Body4 (description below, 0pts, 165lbs)
* Non-Play Item:
  + Hook (“The hook has no marks on it leading to the villain.”, 0 pts, 3 lbs.)
  + rocks (“There’s a variety of rocks on the bed of the bridge”, 0 pts, 1 lb.)

When examine command is pressed:

After lowering the body from the hook, you notice that the person is a man in an elegant, collared shirt with the buttons undone and is wearing a Hublot Watch.

If scanner is used will display:

The scanner has revealed a UV light marking that says: First is 18th

Choices/Exits:

Choice A: Fieri’s Grocery Store

Choice B: Ramsay’s Restaurant

Choice C: Bobby Flay’s Filet Place

Scoring: 100 points

**Room 16: Wrong Room 4a – Fieri’s Grocery Store**

Description:

“You have 10 minutes to get the ingredients for a tuna casserole with chocolate syrup. 3, 2, 1 Go!” – Guy Fieri

“What…. I need to…” – Falcone

“Go!” – Brad

You got drawn into the challenge and wasted your time. However, you were slightly on track. While rushing around the track you looked for suspicious signs but couldn’t find anything.

“Sorry Guy but I got lives to save. I didn’t notice any suspicious activity, but I’ll have a backup team check for confirmation. Goodbye” - Falcone

Items in the room:

* Play Items:
  + none
* Non-Play Item:
  + Tuna (“can of tuna”, 0pts, 0.2 lbs)
  + syrup (“chocolate syrup”, 0pts, 0.1 lbs)
  + shopping cart (“Guy Fieri’s shopping cart”, 0pts, 30lbs)

What’s next: Go back by hitting back command

Scoring: -10 points

Health change: 0

**Room 17: Wrong Room 4b – Bobby Flay’s Filet Place**

Description:

“Hey good friend. Anything I can do to help you, I noticed you’re busy on this new case with the green morphing dead bodies” – Bobby Flay

“I just need to examine your place for any suspicious activity. I think the clue on the last body led me here” – Falcone

“Go ahead, but first, let’s see if you can beat Bobby Flay in a protein-shake making competition” – Bobby

“Let me cook you real quick” – Falcone

Having made a protein shake right before starting this whole journey, you beat bobby flay. He gifted you a exquisite steak. **(+10 HP)**

Items in the room:

* Play Items:
  + none
* Non-Play Item:
  + blender (“you used this to make the shake”, 0 pts, 3 lbs.)
  + plate (“empty plate for the stake you just ate”, 0pts, 1lb)

What’s next: Go back by hitting back command

Scoring: -10 points

Health change: +10

**Room 18: Body 5 – Ramsay’s Restaurant**

Initial Description:

“Gordon’s my buddy. I hope nothing happened to him.” Pick up your phone and call him to empty the restaurant for a search. (hint: use call command followed by name of person want to call)

What’s next:

\*Call command to grab phone and type “Call Ramsay”

“The call is unresponsive. I should call Ramsay’s assistant”

\*Call command to grab phone and type “Call Ramsay’s assistant”

“Hey, I need to do a search of the restaurant. Can you clear it for examination?” – Falcone

“Sure thing!” – assistant

Once, call finished, display:

You are now in the restaurant. It’s very chic and fancy. The place is clean and smells good. They also have some nice soothing jazz playing in the background.

“NOOOOO! He got to Ramsay.

\*\*Can’t examine or scan until call is made

**I wasn’t able to implement the call command in time. The initial description of the room is now:**

“Gordon’s my buddy. I hope nothing happened to him. Let me try calling him. Huh… unresponsive. Let me call his assistant.

“Hey, I need to do a search of the restaurant. Can you clear it for examination?” – Falcone

“Sure thing!” – assistant

You are now in the restaurant. It’s very chic and fancy. The place is clean and smells good. They also have some nice soothing jazz playing in the background.

“NOOOOO! He got to Ramsay.

Items in the room:

* Play Items:
  + Body5 (description below, 0pts, 185lbs)
* Non-Play Item:
  + sandwich (“idiot sandwich”, 1 pt, 2 lbs)
  + spatula (no description, 0pts, 1 lb)
  + stove (“Gordon’s special stove”, 0pts, 100 lbs)

When examine command is pressed:

Stuck to Gordon’s green, transforming body is an image of a man in an all-black suit and a top hat drinking coffee.

If scanner is used will display:

The scanner analyzed the code marked on Ramsay’s skin via knife scratches. The scanner converted it to the following sentence: “I don’t want to be around the homeless or think about how to solve the issue”

Choices/Exits:

Choice A: City Hall

Choice B: Public Square

Choice C: Jazz Club

Scoring: 100 points

**Room 19: Wrong Room 5 a – City Hall**

Description:

The body is not here. Go back.

no items

What’s next: Go back by hitting back command

Scoring: **-20** **points**

**Room 20: Wrong Room 5 b – Public Square**

Description:

“I’d be really disappointed if the body were here. This is literally hiding in plain sight as the police station is right next to the public square. But I’m the detective for a reason so let’s investigate.”

As expected, nothing to be seen. This was embarrassing clue analysis. This place is full of the homeless.

no items

What’s next: Go back by hitting back command

Scoring: **-20 points**

**Room 21: Body 6 – Jazz Club**

Initial Description:

“We didn’t have to travel far for this one as it’s in this same rich part of the city.”

The Jazz Club is packed with men in suits and women in dresses. Everyone seems to be having a sophisticated conversation while drinking coffee as they wait for the Louis Armstrong performance in 15 minutes. You look around for hints of green blood as you walk through the club. You notice a small circular burn mark on the drum set on stage. You look closer and see a splash of green by the drum.

“I should check out the instrument storage room. There it is. This victim has been stabbed in the chest repeatedly and, clearly, also contaminated with whatever is causing these transformations.”

Items in the room:

* Play Items:
  + Body6 (description below, 0pts, 130 lbs)
* Non-Play Item:
  + drums (“This is the drum that had the green mark”, 0pts, 80 lbs)
  + saxophone (no description, 0pts, 12 lbs)
  + trumpet (no description, 0pts, 7 lbs)

When examine command is pressed:

This is a coffee shop owner. His name is Highest.

If scanner is used will display:

Due to examining so many bodies, the scanner figured out some of the chemical components in the altered, green blood. Abnormal Elements in the blood: 2% Holmium, 7% Uranium, 5% Nobelium, 10% Potassium, 42% Polonium

Choices/Exits:

Choice A: K’s Coffee Shop

Choice B: Po’s Coffee Shop

Choice C: No’s Coffee Shop

Choice D: Ho’s Coffee Shop

Scoring: 100 points

**Room 22: Wrong Room 6 a – K’s Coffee Shop**

Description:

The body is not here.

no items

What’s next: Go back by hitting back command

Scoring: -20 points

**Room 23: Wrong Room 6 b – No’s Coffee Shop**

Description:

The body is not here.

no items

What’s next: Go back by hitting back command

Scoring: -20 points

**Room 24: Wrong Room 6 b – Ho’s Coffee Shop**

Description:

The body is not here.

no items

What’s next: Go back by hitting back command

Scoring: -20 points

**Room 25: Body 7 – Po’s Coffee Shop**

Initial Description:

The body is clearly visible through the tinted windows. However, the coffee shop is closed due to the death of the owner – Highest. You broke into the shop and can now see the body more clearly.

Items in the room:

* Play Items:
  + Body7 (description below, 0pts, 90 lbs)
* Non-Play Item:
  + coffee machine (no description, 0 pts, 20 lbs)
  + mugs (no description, 0pts, 5 lbs)
  + TV (“It’s just playing some Louis Armstrong music”, 0pts, 50 lbs)

When examine command is pressed:

The person is so far into the transformation that no facial or body features can be a clue. This new being doesn’t even look like an animal. It holds the shape of a human but has features of an unknown creature. The skin is FULLY covered in numbers as if someone wrote an essay with a precision knife.

If scanner is used will display:

The scanner took longer than usual and initially failed. Falcone, as the creator of the device, was able to debug the issue and fix the scanner. The scan was rerun and revealed the following message from the numbers: “(2k +1) won (not in)”

Choices/Exits:

Choice A: Ancient Library

Choice B: Planet Fitness

Choice C: Dance Studio

Scoring: 100 points

**Room 26: Wrong Room 7 a – Planet Fitness**

Description:

“Man, idk what the hell you’re doin’ here! I’ve never seen no one as fit in my life!” – CaseOh

“Have you seen suspicious activity anywhere” – Falcone

“Nothin’ other than the massive dookie I left on that toilet. Them steakhouse burritos from Taco Bell were fire, had 20 of the thangs!” - CaseOh

Case caused an earthquake as he walked away from you **(-10 HP)**

no items

What’s next: Go back by hitting back command

Scoring: -10 points

Health change: -10

**Room 27: Wrong Room 7 b – Yoga Studio**

Description:

“Am I stupid. There’s nothing here but an open hall full of old ladies following this yoga routine to get their cardio in.” – Falcone

You slapped yourself in the face too hard **(-10HP)**

no items

What’s next: Go back by hitting back command

Scoring: -10 points

Health change: -10

**Room 28: Body 8 – Ancient Library**

Initial Description:

You get a call from your assistant: “Mr. Falcone, I noticed a delayed output from the scanner. Just out of curiosity, sir, I did some digging on the final clue. I’m sure by now you’ve already figured out the location of the last body, but this information may help. There’s this very ancient book called “Odd One Out” written by an old mathematician about his theory of prime numbers. The book is located in the library’s 21st floor. Hopefully, this book helps with whatever this lunatic has planned next” – Assistant

“That’s very helpful Alfred, I’ll head to the 21st floor now” – Falcone

After searching the 21st floor for 15 minutes, you found the book. After pulling out the book, the entire shelf flipped around revealing the body. The body is disgustingly stoned to the wall and next to it are five unit vector component notations. These are likely addresses to the next step. The Audi can convert this cryptic notation into an address and take you there, you just have to pick the correct address.

Items in the room:

* Play Items:
  + Body8 (description below, 0pts, 170 lbs)
* Non-Play Item:
  + none

When examine command is pressed:

On the person’s body it says: For every wrong guess, a building gets blown up, GREEN!

If scanner is used will display:

Quadrant 3

Choices/Exits:

Choice A: 143.21 i-hat, 265.34 j-hat

Choice B: 21.21 i-hat, - 2121.21 j-hat

Choice C: - 433.94 i-hat, 109.76 j-hat

Choice D: - 843.91 i-hat, - 665.74 j-hat

Choice E: what is going on. (this choice leads to +2 funny points but tells you it’s wrong)

Scoring: 100 points

**Room 29: Abandoned Building (- 843.91 i-hat, - 665.74 j-hat)**

Initial Description:

This looks like an abandoned building. It’s nighttime and there are no lights on. You enter the building and see nothing due to the darkness, but before you can move, a giant cage falls from the room and traps you inside. The cage is electrically powered. The electricity allows for a force field that prevents anything from passing through it.

From the darkness, a glowing green object approaches you, as it gets closer, things start to clear up and you see a man in a lab coat holding a syringe gun with glowing, bubbly green fluid in it.

“Falcone…what took you so long? It’s rude to keep your toughest challenge waiting. HAHA. I’m glad that you finally get to put a face to the man who’s been terrorizing your small brain this whole time since the clock tower incident. Now let me introduce myself… I am the Riddler, master of clues. Riddle me this: do you recognize this old man?” - Riddler

The green lights of the warehouse turn on and a group of 10 goons wearing grey jackets bring a body in front of you.

“NOOOOOO! You’re an absolute lunatic! I HATEE YOUUU! Why would you do this? Officer Bob Marshall has done nothing but provide justice and safety for this city!” – Falcone

“HAHAHAAAA this is GREAT! I’ve never seen you get so rowdy and uncontrollable. Don’t worry Falcone, I didn’t have anything against him, he was just in the way. Everyone in this city will be gifted this opportunity. A new life! They’ll transform into a being much more powerful than humans. You see, this radioactive syringe that I hold in my hand has been responsible for all the people you found unconscious. That’s right, they’re not dead. They will get back up ready to enjoy their new body. But of course, a syringe isn’t that effective. How about we go booom! HAHAHAHA” – Riddler

The riddler and his goons leave the room and you are stuck in this cage.

“While the Riddler was busy laughing, I was able to observe the jackets the goons were wearing. They all had grey jackets with the same logo. The logo said Uptown Mall. This is the only lead I have since they took Bob Marshall’s body with them. First I have to get out of this cage to then leave the abandoned building.” – Falcone

\*Try the escape command

Items in the room:

* Play Items:
  + abandoned key (“Since you escaped the cage, you now can take this key which lets you go to the mall outside”, 0pts, 0.01 lbs) \*\*only pops up once you escape
* Non-Play Item:
  + none

Escaping: \*\*special feature

GWT’s more clearly outline this command and the messages displayed. It’s a multi-step command.

Must use escrima sticks to escape. If you enter anything else, you get reprompted. If you don’t have it in your inventory, you die.

The next room is set to locked. While you haven’t escaped, there is no key to the next room. Once you successfully escape, the key is generated.

Scoring: 100

**Room 30: Wrong Room 8 a – Cornfield 143.21 i-hat, 265.34 j-hat**

Initial Description:

Certainly not where I have to be, this is just a cornfield with no possible secret entrances.

no items

Scoring: -10

Health Change: -10

\*note: In the code, the name of the room is the i-hat j-hat stuff. This is so the choices that pop up in the exit string of room 28 don’t reveal answer.

**Room 31: Wrong Room 8 b – Playground 21.21 i-hat, - 2121.21 j-hat**

Initial Description:

Certainly not where I have to be, this is just a children’s playground.

no items

Scoring: -10

Health Change: -10

**Room 32: Wrong Room 8 c – Tennis Court - 433.94 i-hat, 109.76 j-hat**

Initial Description:

Certainly not where I have to be, this is just a tennis court.

no items

Scoring: -10

Health Change: -10

**Room 33: Wrong Room 8 d – what’s going on**

Initial Description:

Focus on the signs and the scanner hint.

no items

Scoring: 2

Health Change: 0

**Room 34: Mall Parking – initially locked**

Initial Description:

It’s 4 AM as you’re in your Audi R8 driving toward the mall’s parking. You notice that two jacked goons are guarding the mall’s entrance with machine guns. You didn’t approach sneakily so they noticed your trademark car first and fired some shots at it. Luckily, you turned around quickly and didn’t take any damage.

“Their weapons outpower mine, I must find a sneaky approach to killing them and entering the mall. There’s a hill bordering the parking lot and there are many trees for cover. I should drive to the bottom and walk all the way up” - Falcone

You are now at the top of the hill and the goons have no idea. Shoot them with one of your guns.

Shoot Command

Outlined in GWTs

Items in the room:

* Play Items:
  + mall key (“This is an access card that opens up the mall. It’s in the goon’s jacket’s pocket”, 0pts, 0.01 lbs) \*\*only pops up if you kill the guards
* Non-Play Item:
  + none

Scoring: 100 pts

Exits: Mall

**Room 35: Mall (inside) – initially locked**

Initial Description:

You are now in this empty mall. Based on the fact that goons were guarding this mall, it’s certain that you’re in the right place. Sneaking and searching this ginormous mall was tedious, but eventually, you heard a group of 10 armed goons cracking jokes as they were guarding a room. Whatever that room is must be important, but you must kill all goons before you can enter.

“I must be smart with the way I choose to attack. I need to pick a weapon or combination of weapons that allows me to kill them all at once or one-by-one without interference from the others.” – Falcone

Use help command if you need a refresher of all available commands.

Attack and Flash Commands (see GWTs) \*special feature

Attack Combinations that work

* attack group with rpg (what is entered: attack then rpg)
* Flash with flash grenade then shoot goons with falcone’s daily to kill one by one (flash then attack falcone’s daily). \*Only works if inventory weight <= 15lbs
* Flash with flash grenade then acrobatically kill all with escrima sticks in melee combat. (Flash then attack escrima sticks) \*Only works if inventory weight <= 15lbs

Attack combinations that fail

* Attack using escrima sticks without flashing first
* Attack using escrima sticks after flashing but inventory weight too high for battle
* Attack using falcone’s daily without flashing first
* Attack using falcone’s daily after flashing but inventory weight too high for battle
* Attack using cr-56 amax. (gun jams)

Items in the room:

* Play Items:
  + secret key (“This is an access card that opens up the passcode room. It’s in the goon’s jacket’s pocket”, 0pts, 0.01 lbs) \*\*only pops up if you kill the guards
* Non-Play Item:
  + none

Scoring: 30 pts

Exits: secret room

**Room 36: Passcode Room – initially locked**

Initial Description:

This room is completely empty, except there is a door and a card.

Items in the room:

* Play Items:
  + card (“passcode = 24080369717”, 0pts, 1 lb)
* Non-Play Item:
  + none

Scoring: 55 pts

Exits: door

**Room 37: Radioactive Warehouse in Mall**

Initial Description:

You have opened the door and see a stairway going down into a warehouse. You hear a maniacal laugh as you walk down the stairs. The riddler is dancing with joy as the countdown on the bomb keeps going down but doesn’t see you. It’s at 59 seconds.

“Riddle me this dumbass” – Falcone

“How did you - ” – Riddler

You knocked out the riddler and killed him with your bare hands. Deactivate the bomb. You have 10 seconds.

Deactivate command:

Outlined in GWTs

Must enter the passcode. If you enter correct code, you win. If you fail 3 times, deactivate returns false and you die.

no items

scoring: 100

**List of all NPC’s**

* Villain (riddler)
* Bob Marshall Chief of Police
* Alfred the Assistant
* Antonio the Deli guy
* Aaron the tattoo guy
* Brad Frat guy
* Zoo Camera Officer
* Casino Guard
* Gordon Ramsay
* Gordon Ramsay’s assistant
* Guy Fieri
* Bobby Flay
* CaseOh (Obese man)

**Special features:**

1. Correct Rooms vs Wrong Rooms vs Normal Rooms (5pts)
   1. Scan command and scanner hints
   2. changes to health and points depending on rooms
   3. subclass for correct rooms and subclass for wrong rooms.
   4. Different exits and toStrings for correct vs wrong vs regular rooms
2. Escape command (5pts)
   1. appearing keys
3. Battling the guards in rooms 34 and 35 (10pts)
   1. Shoot, attack, and flash commands.
   2. Weapon usage. Varies based on which weapon is used.
   3. appearing keys

\*Special feature 1 is explained more specifically throughout this whole design doc and the concept of the game

\*For more specific info on special feature 2, look at GWTs for escape command and room29 description in the design doc

\* For more specific info on special feature 3, look at the descriptions for rooms 34 and 35 in the design doc.

**List of all commands in the game:**

* help
* go
* back
* status
* look
* quit
* examine
* take
* drop
* inventory
* unlock
* lock
* pack
* unpack
* cweight
* scan
* escape
* shoot
* flash
* attack
* deactivate