# IT 140 Game Design Document

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## Storyboard (Description and Map)

This game will include a traditional fantasy-like setting with a twist being on a space station. Your team has recently departed back to your home planet leaving you alone on your space station. Elvarg the dragon has made her way onto your space station after flying adrift through space. Elvarg is a dragon of legend that has destroyed many cities on your home world, you must stop her. You call in to headquarters and receive a list of items to defeat Elvarg. All obtainable items include; “Tales of Elvarg” book, batteries, oxygen tank, anti-fire supplement, proton pack, deployable shield, and an astronaut meal. Player name will be defined at the start of the game. You start in the space station’s living quarters, upon searching in the starting room you will find “Tales of Elvarg”. The remaining rooms (other than the boss encounter room) will contain one of the remaining six items. All Items must be gathered to complete the mission, call back to headquarters, and redeploy back to your home planet. Please refer to the provided map for an overview of the game.

“Tales of Elvarg” is an optional item being in the starting zone.

“Anti-Fire supplement” will be required to enter the southern docks.

“Deployable shield” will be required to enter the destroyed ship Elvarg is in.

“Proton pack” is required to defeat Elvarg.

“Batteries”, “oxygen tank”, and “astronaut food” are required after defeating Elvarg to call back to headquarters and survive until a redeployment pod is sent.

**Space Station Map**

(Docked Ship) Gladiator

“Batteries”

Docking Station North

“Oxygen Tank”

East

South

North

North

South

East

Docking Station South

#Room is significantly hot

“Deployable Shield”

Space Station Bathroom

“Anti-Fire Supplement”

West

West

East

South

North

West

West

(Docked Ship) “Gladiator” Arms room

“Proton Pack”

(Destroyed Ship) Elvarg

**Player End**

East

Space Station Kitchen

“Astronaut Meal”

Room 0

(Living Quarters)

“Tales of Elvarg”

**Player Start**

## General Flowchart

Loop

Player Chooses “Search Room”

Is there an item in the room?

Is the item in player’s inventory?

Player Chooses “Direction”

Player is asked for input

Player Chooses Read “Tales of Elvarg” (Easter Egg)

Congratulate and exit(0)

Yes

Yes

Accomplish Input

No

Has Mission been complete?

Else/No/Not Defined

Is there a room in chosen direction?

Player is notified “Invalid Input”