

- ▷ Start
- ▷ Player wakes up
- ▷ Player is lying down, must choose an action.
- ▷ Action reveals game environment (interactables?)
- ▷ Player must choose which interactables to investigate.

Countdown?

- ▷ Bloodloss = 1000
- ▷ user Input == Bloodloss - 100?
- ▷ if Bloodloss = 0 ("game over")

Game Development interactive terminal



- Escape Room
- Alchemist's Chamber
- Find the key to the door

Interactables:

- Stretchers
- Door
- Door lock
- Window
- Torch
- Trapdoor
- Fireplace
- Desk
- Book
- Jars
- Cauldron
- Drawer
- Dagger
- Letter
- Lock pick
- Locked Drawer
- key
- Fire poker
- Shield

* Find the key to the door

* Break the lock

* Break the window bars

Solution 1: key

Use torch on
latch rope.

Take dagger

Carve symbol
in desk drawer

OKAY SO

Torch latch

dagger drawer

Remove carved

key lock WIN

Book contains various
runes:

Runes of death & Gortis

Runes of time & welcome

Runes of ascension & Aery

Runes of magnetism & Fesh

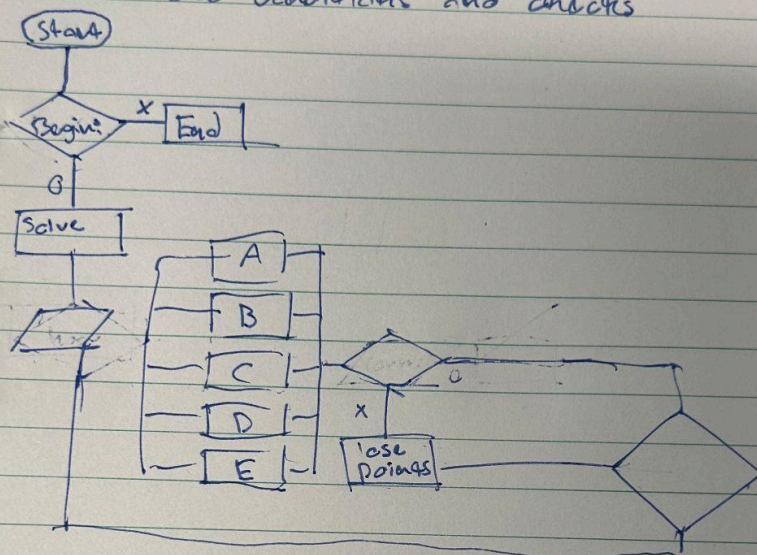
int. Parse
data function
type

Interactive Terminal

Ctrl + K + D

Rules: Must move forward (no loops).

Use conditions and checks



Text based Surgery

Tools: Tasks

Scalpel A Skin A:0 B:0 C:15 D:20 E:20
 Grasper B Rib A:10 B:5 C:0 D:5 E:20
 Bone saw C Lung A:10 B:0 C:5 D:20 E:20
 Hammer D Stomach:10 B:20 C:10 D:20 E:0
 Hands E Heart: A:0 B:10 C:20 D:20 E:10

Wrong tool lowers body condition
 Right tool maintains condition

Interactive Terminal Project

Frankenstein's Monster



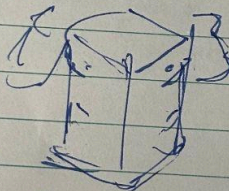
Victim

You are Dr Frankenstein, a young and naive doctor, fascinated with the human soul.

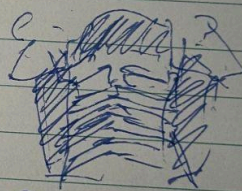
Only one piece remains to create your masterpiece, a new heart.

Open torso

- ▷ Scalpel
- ▷ Bone saw
- ▷ Hammer
- ▷ Stethoscope
- ▷ Sutures
- ▷ Forceps
- ▷ whiskies



Open torso



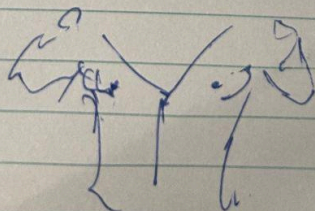
Remove Ribs



Remove Lungs,
Stomach and
heart.



replace and
soften heart.



Add arms
and legs

Interactive Terminal

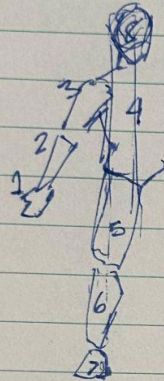
code

25/10

(Path

Variables → Blood type/Age/Code

Decisions



Match type/Age/~~code~~

Catalogue parts

Combine

A+ A- AB+ AB- B+ B- O+ O-

23-46

~~0000~~

Start

