**Fairy Hands Game Document**

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**Welcome to Fairy Hands**

**STORY**

Once upon a time, in a faraway time, there was a young sorcerer whose passion was the creation of potions.

He was the young apprentice of a much more powerful sorcerer, who one day died during a war.

The young apprentice took possession of his master's potion workshop and using his recipes book, began to follow his example and learned at his own expense how to make potions worthy of the name.

His goal: To become the greatest potion maker the world has ever known.

**THE GAME**

The goal is simple: make the given potions as fast as you can.

There is not time limit, you must make the best score by making all the potions rapidly.

If you fail a potion, you will have to remake it, so do not fail, you will lose some precious time!

During the game, the player is confronted with a worktop with a board and some kitchen tools: knife, grate, hammer, board…

To his close left, a book, used as the main menu.

To his left, the cauldron, where he must put all the ingredients to make the potions.

To his close right the book with the recipes (which opens automatically at game start).

To his right, the table with all the ingredients.

Behind him, the chest with all the empty vials used to make the potions.

**MAIN MENU BOOK**

The main menu book is used as the game menu.

It contains some text used as buttons, play, play with tuto, quit and restart game (when you are in game).

**Play**: basic way to play the game. The recipes book will open on game start, and the time will start.

**Play With tuto**: complete way to play the game. The recipes book will open on game start, and the time will start. BUT, the first pages of the book will contain various tutorials: how to cut, grate, crush ingredients, how to make a potion…

**Quit:** exit the game.

**Restart the game:** restart the game you are in.

**BOOK RECIPES**

The recipes book is the book containing all the recipes.

It contains a detailed description of every potions with the step by step guide to make it.

When all the potions have been made, the timer stops, and the game is over.

**TIMER**

You have a timer on your hand, it indicates the time since the game started. Try to beat this time every time you play! It will help you make a better score.

**TOOLS**

**Knife:** used to cut ingredients. A progress bar will appear above the ingredient to indicate how much actions is left to have the ingredient in its final state.

**Hammer:** used to crush ingredients. A progress bar will appear above the ingredient to indicate how much actions is left to have the ingredient in its final state.

**Grate:** used to grate ingredients. A progress bar will appear above the ingredient to indicate how much actions is left to have the ingredient in its final state.

**INGREDIENTS**

There are a lot of ingredients on the table. Each one has different uses for potions.

Some of them must be transformed by cutting, crushing or grating them, other ingredients do not need to be transformed.

**List:**

▪ Apple

▪ Bat

▪ Blood

▪ Cherry

▪ Butterfly

▪ Heart

▪ Rose

▪ Wolf Paw

▪ Lemon

▪ Feather

▪ Water

▪ Watermelon

▪ Golem

▪ Spider

▪ Mushroom

▪ Eye

▪ Frog

▪ Slime

▪ Chili

▪ Jelly Fish

**How to create a potion?**

Once the game has started, take the ingredients, transform them and put them in the cauldrons.

Once you are done, just take the appropriate empty vial (as indicated on the picture of the potion in the book) and plunge it into the cauldron, if you succeed/fail, a special FX and a sound will play to indicate you that you win/lost.

In the case of a failure, the cauldron will reset, and you will have to redo the potion.

If you succeed, you can start a new one.

**POTIONS**

Every potion needs different ingredients. There are 12 potions and every time you start, there is a random selection of the potions you must make.

Each potion allows you to earn various points to increase your score.

**List:**

* Health potion
* Love potion
* Werewolf morphos potion
* Mobility potion
* Strength potion
* Fear potion
* Night vision potion
* Explosion potion
* Invisibility potion
* Underwater breathing potion
* Shield potion
* Revive potion

**CONTROLS**

The game uses HTC Vive technology.

The player has an HTC Vive headset and two HTC Vive controllers.

The player can plug in (external) headphones if he wants to be able to hear the music and sounds of the game.

Thanks to the headphones, the player is immersed in the game, so he can move freely (to the limit of his own physical room).

Thanks to the controllers, the player can hold objects in his hands with the trigger behind the controllers.

**GAMEPLAY RESUME**

The player must press Play / Play with Tuto to start a game.

At the beginning of the game, the recipes book opens allowing the player to turn the pages and learn about the potions.

The player must then use the ingredients at his disposal, transform them if necessary, and place them in the cauldron.

Once the player thinks they have all the ingredients for one of the potions in the book, they can take an empty flask (which must match the recipe) and slide it into the pot. If the recipe is successful, the player will have a potion with a colored liquid in his hand. If it fails, the flask will disappear, and the cauldron will be emptied of all its ingredients. In both cases, a visual "warning" (signified by an FX) will appear above the cauldron.

When the player succeeds with a potion, the progress will be displayed in the recipes book at the bottom of the page of the successful potion. This way, the player can see his progress.

A "virtual watch" is attached to the player's left hand. The watch shows the time passed since the Start (or Restart) of a game.

When the player finishes all the potions in the book, the clock stops running. The score and the elapsed time will then be displayed on a scroll floating in the room.