

# Fairytale Mashup

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Orange Text is by Charlotte, Green is by Katie. Black is collaborative and/or pre established text.

## Description

User attempts to navigate through fairytale land and find a fairytale ending. Ex. character starts off walking into an enchanted forest and depending on their choices may end up in little red riding hood, beauty and the beast, or jack and the beanstalk. Every time a fairy tale element overlaps (enchanted forest, castle, stranger or animal asking for a favor, etc) there's a possibility that they'll wind up on a different story path depending on their choices made at that crossroad.

## List of End User Stories

Here is a list of end user stories or scenes that are needed for the game:

Start program/Display welcome banner* Main menu Help menu Game menu Fairytale menu Guidebook Start game View map Move to new location Explore Location Talk to NPC	Gather Resources Pickup Items View Inventory (item list 1) Potions Pack (item list 2) Spellbook / Grimoire (item list 3) Potion Making (complex equation 1) Spell Casting (complex equation 2) Fight an opponent (complex equation 3) Save Game Retrieve Game
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\*complex equations must have at least 3 values and 2 different operators.

## Description of End User Stories

### **Start program**

The end user enters a command to start the program and display a welcome banner. Program will prompt user to enter a name, check to ensure name is valid and reprompt if an error is found, and then display a personalized welcome message along with the main menu.

### **Main menu**

Display main menu options:

- Start Game
- Get Help
- Save Game
- Exit Menu

End user selects an option and then computer takes appropriate action. Selection of any option not on the menu results in an error and a prompt to choose a valid menu option. Menu closes when Exit Menu is selected.

### ***Help menu***

Display help menu options:

- What is the point?
- How to play
- Potion making
- Spell casting
- Exit menu

End user selects an option and then computer displays relevant information. Selection of any option not on the menu results in an error and a prompt to choose a valid menu option. Menu closes when Exit Menu is selected and user is returned to whatever the previous screen was.

### ***Game menu***

Display map showing user's current location, with the following game menu options below.

- View Map
- Move to new location
- Explore current location
- View Inventory
- Read storybook (access the guidebook menu)
- Talk with NPC
- Pickup item(s)
- Gather resource(s)
- Brew a potion
- Cast a spell
- Get Help
- Quit Game

End user selects option and computer takes appropriate action. Computer checks to ensure selected option is valid at that particular location and displays informative error if invalid (error: you must be in x location to take y action, etc). Quit game exits to the Main Menu.

### ***Fairytale Menu GuideBook***

contains a list of the different fairytale and the challenges and puzzles contained in each so the player can see what ones they have completed in each story. It will also contain a map that shows what stories are where, and show where they overlap so show players know where to go to get to certain stories.

## **Start game**

End user is prompted to either begin a new game or continue a saved game. If continuing a saved game, the computer will search for a saved file. If file is not found then computer displays an error message stating that there are no saved files and prompt the user to either begin a new game or exit the program.

If the user begins a new game, the computer will generate all items/info needed for a new game and switch to display the game menu and map.

## **View map**

List of (possible) locations:

- Enchanted Forest
  - Beauty and the Beast
  - Snow White and Rose Red
  - Snow White
  - Vasilisa the Beautiful
  - Rapunzel
  - Little Red Riding Hood
  - Jack and the Beanstalk
  - Golden Goose
  - Rumpelstiltskin
- Coast
  - The Little Mermaid
  - Peter Pan/Captain Hook?
- Castle
  - Beauty and the Beast
  - Snow White (?)
  - Sleeping Beauty
  - Cinderella
  - Princess and the Pea
  - Rumpelstiltskin
  - Jack and the Beanstalk
  - Golden Goose
  - The Little Mermaid
- Village
  - Rumpelstiltskin
  - Jack and the Beanstalk
  - Little Red Riding Hood
  - Snow White and Rose Red
  - Golden Goose
- Cottage in the Forest/Witches cottage
  - Hansel and Gretel
  - Vasilisa the Beautiful
  - Snow White

- Sleeping Beauty
- Rapunzel
- Little Red Riding Hood

### ***Move to New Location***

User comes to a point in a quest where the user can or will need to move from one story into another, or continue on in the current story. To move within and between stories user will move normally (using arrows to indicate which direction they are moving when prompted) If moving to a more difficult location in another story such as moving from land to under the sea, user will have to use a spell to travel between stories. If user wants to skip from one story to another and avoid having to travel to the crossover point, they can also cast a location or travel spell to jump to a new location.

### ***Explore Location***

Upon arriving at a new location, the end user may choose to explore the location. The computer will display a description of the area, including any NPCs available for interaction and any useable items or resources. The user is then able to talk to NPCs and/or gather items and resources.

### ***Talk to NPC***

End user chooses to talk with an NPC and the character will share a bit of their story. NPCs may send users on a quest to find/make a particular item, or present them with puzzles to solve in order to progress along the fairytale.

### ***Gather Resources***

Some locations contain resources that can be gathered by the end user and stored in their inventory for use in potions or as quest items. These resources should be renewable and allow the user to return to harvest more after a given amount of time. Once the user has selected an available resource for gathering, the computer checks to be sure the user has room available in their inventory before adding any new items. If there is not enough room, the computer prompts the user to make room by using or discarding some the items.

### ***Pick up Items***

User discovers useable items by using the explore option, then may choose to pick up specific items to add to the user's inventory. The computer first checks to be sure the user still has room available in their inventory before adding any new items. If there is not enough room, the computer prompts the user to make room by using or discarding some the items.

### ***View inventory (item list 1)***

Computer displays a list of all items store in the user's inventory. Selecting an item displays the following menu:

- Use
- Give away

- Discard
- Cancel

End user selects an option and the appropriate action is taken. Cancel returns the user to the inventory list, and using the command “exit” returns user to the game menu and map.

### ***Spellbook / Grimoire (Item list 2)***

user can collect pieces of spells that have been scattered throughout the stories. Pieces will be stored here when found, until full spell has been collected. User can also learn spells from certain characters in the game or by fulfilling puzzles and quests. These spells will all be stored here and can be sold, traded or be studied until player “masters” the spell and can use them in battles. Not all spells work on all creatures so player will have to learn what spells can be used in what battles/quests.

### ***Potions pack (Item list 3)***

User has the opportunity to collect different ingredients during the game. Once all ingredients have been collected for a potion, the user then can use them in the potions making section. If the user makes a usable potion it will be stored in the potion pack until used. Depending on the potion and how much was made it’s possible to be used more than once. Potions can be used to sell or trade, or used in quests and battles.

### ***Potion Making (Complex equation 1)***

uses ingredients collected from different stories to create different potions, poisons, curses, and cures. These must be made in the witch's cottage and must follow instructions on how to make them. As different potions can be tricky it will require measurement and different input from user to calculate the outcome of potion being made (potion blowing up if not done right, chance of side effects if cooked too long, making it correctly, not working right if not mixed correctly, etc.) The user can use these potions to complete quests, trade or sell for or needed item or information, or aide in healing.

### ***Spell Casting (Complex equation 2)***

User can collect different spells from different stories and then learn how to use them to help in their quests and battles. Spell casting will require input from user to both learn the spell and use the spell. Not all spells work on opponents or situations. User will input required information to cast spell and computer will determine how well the spell worked (stunned, slowed down, put to sleep, had no effect, etc...) User will also enter how they cast the spell for the computer to calculate how much damage it causes their opponent. (whisper, normal speaking, yelling, non-movement casting, hand/wand movement, full body large arm motion casting)

### ***Fight an Opponent (Complex equation 3)***

When the end user arrives at a new location, the computer calculates whether or not there is an opponent in the location. If so, the computer displays a message that the user has been attacked by “creature x” and prompts the user to select a weapon from their inventory..

(Values used could be the weapon stats, creature stats, and any bonuses the user has acquired from potions/lucky clover/etc?)

If the user is defeated they are chased away from the location and lose 1-3 random items from their inventory. If the user wins the battle they receive a prize (either specific to creature type or 1-3 random resource items).

### ***Save Game***

To save game user will hit Shift S. this will save progress of game. User can then continue playing, and save progress as they go, or can exit game. When the game is saved computer will store the game to a new file which user will name, so when game is re-opened they can select the file they saved previously.

### ***Retrieve Game***

Upon opening game user will hit Shift R to retrieve their game. once the retrieve game keys are hit the computer will pull up a list of saved games and user will select the file name of the game they saved, and will then be able to continue on from where they left off.