Game Design Document:

**Game Title/Genre:** The game is titled*the Forgotten Star*. It is a science fiction adventure text-adventure.

**Premise:** In this game you play as Cooper, a skilled space pilot, crash-landing on an uncharted planet because of an asteroid explosion. When Cooper woke up, he finds his aerocraft was landing in front of a giant remnants of a once-prosperous alien civilization. As a space pilot, he is fascinated with the alien relic. And he also finds that exploring the relic might be the only possible way to fix his aerocraft and get himself back to Earth. In this journey, Cooper will explore ancient ruins, harness alien technologies, and gather resources to repair his spacecraft and escape the planet.

**Player’s Role:** The player’s role is to control Cooper in this adventure, explore the alien ruin, solving puzzles, using alien technologies and gathering resources to repair his spacecraft.

**Win Conditions:** Players need to collect the three critical quest items to repair the spacecraft. Each critical item will need the players to explore the relic and solving the encountered puzzle to collect. After helping Cooper find all the critical items and use them to fix the spacecraft, Cooper can escape the planet and the game ends.

**Game Mechanics:** You will find some interesting alien technologies to solve the encountered puzzles and exploration. The exploration is hinted by these technologies to successfully get through each room without being injured.

* Player will find a prism which can translate the alien symbols into our language at the beginning of the game. Player needs to use it a lot to solve most puzzles and one riddle in this game.
* Puzzle-solving involves interacting with the environment, decoding alien technologies, and using gathered items in creative ways. There is one riddle which also contains the hint to the hidden place.

**Scoring/Progress:** Progression is measured through the completion of key objectives and discovery of alien artifacts. Once you solve a puzzle, you will get some meaningful items for the next exploration.

**Game Style:** This game is deeply narrative driven, leveraging detailed text descriptions to immerse players in a vivid alien world. It combines interactive exploration with decision-making to forge a personalized adventure.

**Scene Layout Design:**

A diagram of a room

Description automatically generated

**Puzzle Description & Solutions:**

**Fusion:** It will allow the player to put the three critical items (Energy Core, Alien Alloy, and Permafrost Jewel) in it to generate the repairing agent for fixing the spacecraft.

**Gravity Boots:** The gravity Boots are encased in a transparent energy shield in Room 3. In Room 3, an alien console beside the pedestal displays a grid with alien symbols, each symbol representing a fundamental element of nature (water, air, fire, and earth). One slot in the grid is empty, indicating a missing symbol (the answer is air). And in each corner of the room, there will be a pillar of stone which show the symbols of these elements. Player will find hint by looking around the room using the Translation Prism in each corner of the room.

After getting the Gravity Boots, player can use it to access Room 6 and 7.

**Riddle with hint of Room 7:** Player needs to solve the riddle who is lying. Wearing the Translation Prism to see the words they say.

Alien A: "True progress can only be made by defying the pull of the surface."

Alien B: "Among us, only one speaks the truth, and the secret lies beneath our feet."

Alien C: "The key to descending safely lies not in wings, but in mastering gravity itself."

Alien D: "Two of us are lying, and without the right equipment, you shall fall."

The answer is Alien A and B. And player will get hints of using Gravity Boots to get into Room 7 by the words of Alien C and D.

After solving the riddle, the player will get Atmospheric Stabilizer. Using this item, player can get access to Room 5 and 8.