

"Stranded" Text Adventure Game

Game Engine: Unity3D

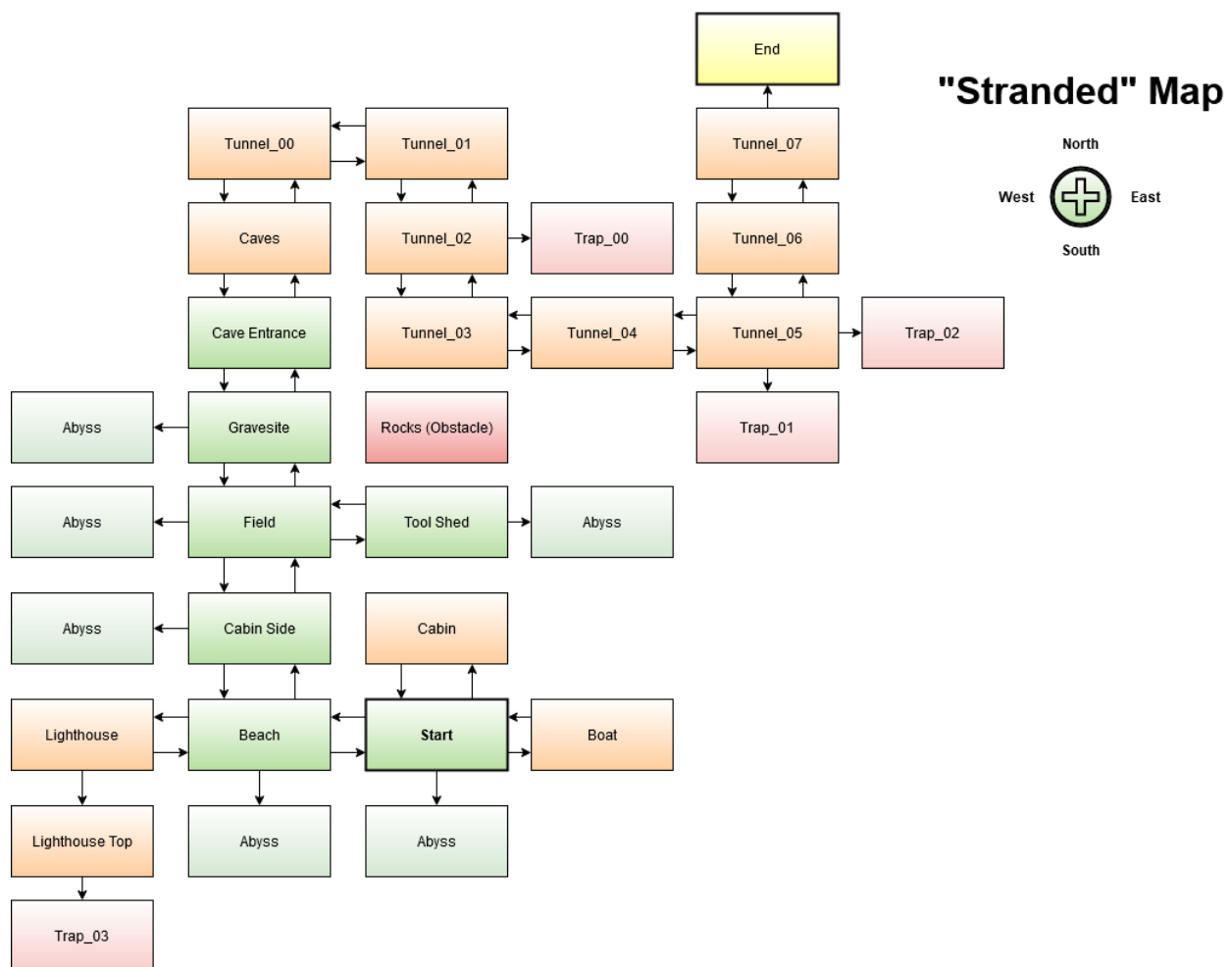
Platform: Windows, Mac, Linux

Genre: Text-based, Narrative, Horror, Adventure

Brief Description:

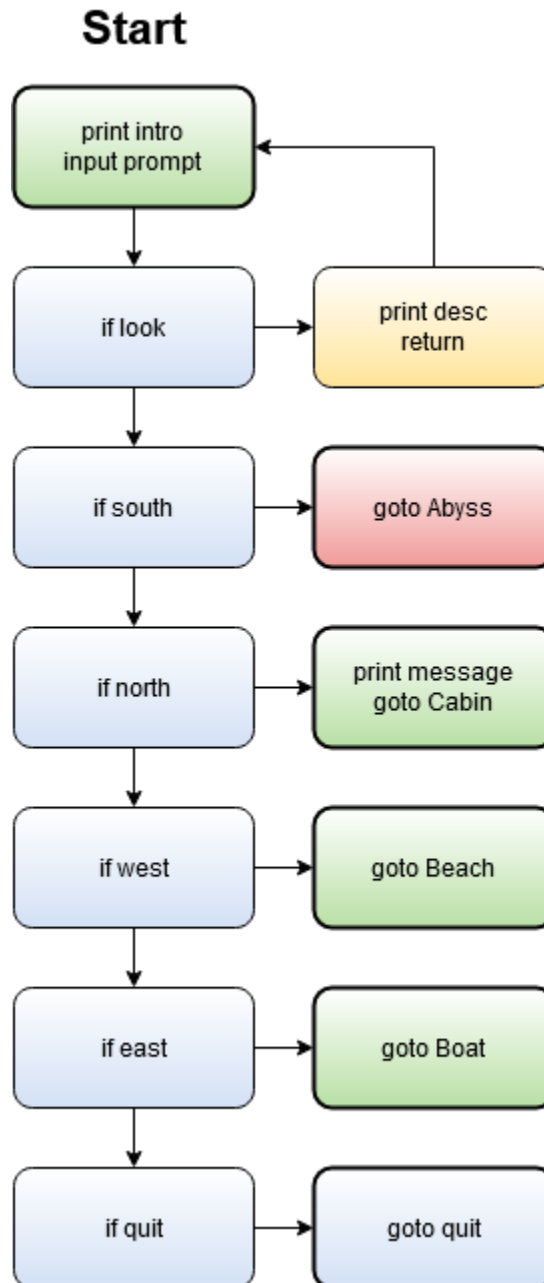
Detailed Description:

Levels layout



Pseudocode

#initialize empty inv - inv = []
#initialize help - help = ["help message"]



- print *"You find yourself standing at the edge of a beach."*
input prompt *"What would you like to do?"*

- if input = "look" then print *"It is gloomy and cold. The gray misty fog from the shoreline almost swallows you. You shiver. You see a lighthouse to the west, a cabin to the north, and a boat to the east."*
 - return
- if input = "south" goto **Abyss**
- if input = "north" then print "You enter a cabin. You are completely engulfed in darkness." goto **Cabin**
- if input = "west" goto **Beach**
- if input = "east" goto **Boat**

Cabin

- ❑ Input prompt *"What would you like to do?"*
- ❑ while "flashlight is in inv"
 - ❑ if input = "use flashlight"
 - ❑ print *"You shine your flashlight towards the darkness, lighting up the cabin."* input prompt *"What would you like to do?"*
 - ❑ if input = "look" then print *"You see a table in front of you. There is a journal sprawled open. Pages flapping in the breeze. You can see there is an entry."* **return**
 - ❑ if input = "read journal" AND/OR "read entry" AND/OR "read page" then print *"There is no more food or water. No one came for us. I can't bear this much longer. I can't find the body. Why can't I find the body? My mind is slipping."* **return**
 - ❑ if input = "south" goto **Start**
 - ❑ If input = "inv" then print (inv)
 - ❑ If input = "quit" then goto **Quit**
 - ❑ If input = "help" then print "Type "north" "south" "east" "west" to navigate." " 'look' to gain insight about your surroundings." " "quit" to end the game. " 'inv' to check your bag" " 'use' then the item name to use an item"

Boat

Beach

- input prompt

- if input = *"look"* then print *"You see a lighthouse ahead. To your right along the side of the cabin, shrubs wave slowly in the sand."* **return**
- if input = *"west"* goto **Lighthouse**
- if input = *"east"* goto **Start**
- if input = *"north"* goto **Cabin Side**
- if input = *"south"* goto **Abyss**

Lighthouse
Lighthouse Top
Cabin Side
Field
Gravesite
Tool Shed
Cave Entrance
Tunnel 00
Tunnel

Abyss:

print

"You see a vast ocean sprawling for miles with nothing in sight."

"You walk into it, gliding against the current as waves crash into you."

"The abyss takes you."

goto **Game_Over**

Dialogue

Player Commands

Navigation: *"North", "South", "East", "West", "north", "south", "east", "west"*

Objects: Objects are inventoried automatically. "Use", "use" followed by "object name" will allow a player to attempt to use an object that is in inventory with another interactive object when valid. "Read", "read" followed by "object name" in order to read objects that contain a message.

Environment Description: "Look", "look" to obtain description of given surroundings.

Input prompt = "What would you like to do?"

Invalid command = "You can't do that here."

Quit = "Quit", "quit"

Display Inventory = "Inv", "inv" - Displays objects in player's inventory.

Menu Specific

Start Menu:

#title screen

Placeholder:

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Instructions:

To explore & interact with items, use the following commands:

To move: 'north', 'south', 'east' and 'west'

To view inventory: 'inv'

To explore: 'look'

To interact with items: 'use' followed by item name. 'read' followed by item name. Items are collected automatically in game.

To Quit Game: ‘quit’

Assets:

Title Graphic:

Title Music: Long_Note_One.wav

Quit Menu:

“Thanks for playing.”

Game Over Menu:

```
*****

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```

Thank you for playing Ghost Beach.

Assets:

Game_Over Graphic:

Game_Over Music: juno.wav

Level Specific

Start

- ❑ **Auto-dialogue:** “You find yourself standing at the edge of a beach.”

- ❑ **"Look"** = *"It is gloomy and cold. The gray misty fog from the shoreline almost swallows you. You shiver. You see a lighthouse to the west, a cabin to the north, and a boat to the east."*
- ❑ **"North"** = "You enter a cabin. You are completely engulfed in darkness."

Abyss

- ❑ **Auto dialogue:** *"You see a vast ocean sprawling for miles with nothing in sight."*
"You walk into it, gliding against the current as waves crash into you."
"The abyss takes you."