***Adventurer* Process Flow**

The following describes a typical scenario by which a player will begin interacting with the gaming program *Adventurer*. The player interacts with the game in the setup stages by clicking or hovering on areas over pictures, or by clicking on buttons in specific panes. Hovering will display a short text purpose of the item being hovered over.

1. **Launch Adventurer.** The Actor clicks on the game’s icon on the desktop to launch Adventurer, which then displays the Chronos logo splash screen until the program has finished initiation. The splash screen will close and the “Home Page” will be displayed. The Home page contains a left pane and a right pane.

LEFT: Icons for Adventures, Dormitory, and Registrar. A Team text space two lines high is at the bottom.

RIGHT: The Chronos Logo

1. **Generate A New Hero.** Click on the Registrar icon to create a new Hero. After the Hero is created, the input pane is swapped for an output pane. If the player clicks on the Save button, the Hero will be saved in the Dormitory and the window will re-display the Home page.

LEFT: The input pane to create a new Hero, swapped for output pane.

RIGHT: Picture of the Registrar. (In Bil’jurBaz, the registrar is Bartleby.)

CLICK SAVE: Left pane reverts to Home display. The right pane keeps the Registrar picture.

1. **Select a Team.** Player selects one to four Heroes to use in game play. All Heroes are run by the same keyboard, usually that means the same player. Player clicks on the Dormitory to open a double “transfer” list: Heroes in the left list can be moved to the right list, and re-ordered in the right list. The order of Heroes is the order in which each Hero take his or her turn. Teams have names that are also saved in the Dormitory so that the same group can play together again, which is especially useful if they want to continue an adventure without “staying in Town”. Player clicks Done button when all team membership is complete.

LEFT: List of saved Heroes and list of team members.

RIGHT: No change—whatever picture was there last.

DONE: Transfer lists are closed, Home page is displayed except the team member are listed in order in the Team text area.

1. **Select an Adventure to play.** The player selects the Adventure icon. A list of all Adventures drop down. The player selects one of the Adventures to play. (Initially, the only town available is Bil’jurBaz.)

LEFT: Home page

RIGHT: Town portal view, showing the town name, names of all buildings and the Arena.

1. **Enter the Town.** If the player clicks on any building (or the arena), the right pane shows the exterior view of the building selected. The left pane is replaced with an output text area, and a 2-line text input command line area below it. If the town name is clicked on, the text output area displays the daytime or night-time description of the town, depending on the town’s game clock. The right pane picture does not change.

LEFT: Text output area with exterior description of building, and command line input area.

RIGHT: Building exterior, or town picture

1. **Enter the Building.** The player clicks on the building’s exterior picture and it is replaced with the building’s interior picture. The interior description is shown in the left output pane. The player may also type in ENTER <Building Name> in the command line to enter that building.

LEFT: Interior description of building

RIGHT: Interior picture of building

1. **Entering Commands**. From this point on, the player can enter commands in the command line of the left pane. Not all commands are available in all buildings. The response will show in the left text plane. The right picture will not change until the Hero exits the building.
2. **Exiting the Building.** The player can command EXIT from any building (except the Jail if the Hero is incarcerated, or the Arena if he/she is not in Room 0 (the exit/entrance room). The Hero will be taken back to the Town view again. From there, he or she may enter a different building as was done earlier.

LEFT: Home page

RIGHT: Town portal picture

**NOTE:** The Arena plays differently than town building interactions. These are explained in the Arena exploration workflow document (forthcoming). The player may quit the game by entering QUIT in the command line, or selecting the QUIT option from the Adventure menu, or by closing the red window icon in the corner. QUIT will prompt the player to save if anything has changed since he or she started the game.