Levels and details

Cant hide in every level

Hide in level

Use item

Lookout (binoculars)

Sound based (footsteps/talking, yelling) Passive to hostile sounds

Graphics: Flat, keep character design, minimal, cartoonish

**Binocular mechanic**

10 levels, 6 uses. Can tell you what’s up ahead. Once its all used it breaks. Can’t use it anymore, no more predictions. User will still have some time to act before something happens where you could have avoided it with the binoculars.

Level One

**Location**

**House Tutorial**

Follow reference picture

**Steps**

Fade in, wake up

Narrates, I’m hungry

Walk to fire (Will glow on mouse over)

Start fire, will turn on

Grab food from shelf (will glow), put in inventory

Knock on door, go to door (will glow)

Talk (Letter for you, kings seal). (thank you/ whats the news outside?/

Thank you : nothing

What’s the news outside? : Warns you about pillaging bandits nearby. Tells you to buy a rat cross, they sometimes allow people to live if they show them it.

He leaves, you must eat (still hungry, he tells you)

Grab supplies (glow on mouse over) If not you cannot buy rat cross.

Leave

Level Two **Location**

Similar to level 2, market stall outside, desolate, dirty, grey.

Player says, “I need supplies, let’s see what the market has today”

Area wont let you leave until supplies are purchased

Talk to person: What do you have? Or Anything Special?

1: Supplies, food, water, etc..

2. Rat cross and other things. IF you don’t buy it, you can bribe one person, but rat cross works twice.

Anything you can do with the price?

I’m on a special mission with the king, He’ll return the favor (fail)

I have a long journey ahead of me, your generosity would go a long way (Fail)

I have information on bandits, give me a discount and I’ll help you out (works)

(Bribing uses all your money where with this you will have 20 left over.)

Tell them the info, you leave towards east.

**Level 3**

**Setting -Shiprow**

Context

Just left market, enter setting. Hear rush of footsteps, yelling, swords clanging

Options : Use binoculars, “Group of bandits up ahead, better hide”

Walk and hide behind gate to avoid them.

Confront, dialogue

Cult bandits

Give us your gold and we’ll leave – 20 gold

Show rat cross (-1 rat cross use)

Please don’t hurt me (die)

Walk through

**Level 4 outside Castle gate**

**Setting – Castle gate on the left, broken, another gate on the right, locked, stairs to go up to gate lever**

**Small tents, partially destroyed in a declined hole (see reference pic), use ladder to climb down, search tents**

Context

Walk in, walk around trench with tents

Grab ladder

Place in trench, use to climb in, search tents

Find crank to open gate

Open gate and exit

**Level 5 Small destroyed town**

**Setting- Small town outside castle, fields of grain, destroyed houses, fire.**

Context

Group of peasants run towards west, you go east

Keep walking

Use binoculars, see bandits approaching (-1 use)

Ask what is happening

Group of cult bandits are approaching, best hide

Hide, avoid the group, after exit, one will notice you and chase you. If you run straight you run into more bandits, find woods and run in there

Confront, bribe, rat cross use or die.

**Level 6 forest**

**Setting- Forest trail, wooded and shrubbery**

Context

Being chased by bandit, 5-10 seconds before he appears

**Level 7 ambush at castle ruins**

**Level 8 Cave**