Structure

This is not the final version but merely a starting point. We can always change and adapt it so everyone is comfortable with it.

So the main goal of the game is for the character to navigate his way around the bar, collecting his missing items until he finds his phone to ring a taxi to go home. The character starts off at the seating area and can navigate around as he pleases. At the booth, the first item he needs to progress is the ID card of his mate. This can be either included in a ‘look’ function, such as the character notices a plastic card lying face down by his feet or can be included in the area description. Once the card is picked up, it can say something like the character remembers that he came to the pub for a night out with his mate, maybe finding him will help, perhaps the barman would know more.

Speaking to the barman, he reveals he knows where some of your items are and directs you to where your mate is, but if you want to know more, you have to help him score the number from a girl at a nearby table. Here the character can either go to his friend, which will thank him for returning his ID card and give you your wallet back which has some notes in it and your own ID. Otherwise, the character can go to the girl first and she tells him that she wants a drink first. The character would have to go to his friend then and get his wallet. Either way, both steps need to be completed to move on.

Going back to the barman, you show your ID and buy her a drink. Returning to her, she gives you her number. Giving her number to the barman, he reveals that you lost your phone to a bet with the bouncer for entry and that he might not be very willing to give it back. This unlocks the exit as a direction which initialises a boss fight with the bouncer for your phone. Before you can leave the bar though, the character should have 3 items in his inventory; wallet, ID card and house keys. In order to find his house keys, the character has to explore the toilets where he finds it in a booth, having fallen out of his pocket when he used it.

Now the bouncer fight can go 2 ways. Either the outcome can only be you winning and being able to call a cab home, or there are options for the character to lose the fight and be knocked out. The only problem with this would be forcing the player to start over again which can be super frustrating or incorporating a save point where he simply just has to restart the fight, which can get a bit complicated. It’s up to the group.

I can draw up an algorithm outlining the loops and order of steps that has to be accomplished on Monday if you guys found this a bit hard to follow. As I said, this is subject to change if the group feels like certain changes would be better.