

# CCPS 406 Project: Text Adventure

## Storyline Document

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# Section 1: Gameworld and Theme

Our game takes place in a late medieval fantasy setting. This world has an abundance of hidden treasures and riches that are both magical and of enormous monetary value. For this reason, this world is also overrun with pirates, explorers, and treasure seekers. Even the magic of these lands has formed and given life to creatures of bottomless greed that hoard these treasures and guard them against would-be thieves.

These treasures have changed hands so many times that there is no true owner and therefore, there is no law or sense of morality stopping our player from taking everything they can and climbing to new heights of power and social status. However, the more you take, the greater the danger. Other equally greedy explorers and monsters will not simply stand by and watch you. They will protect their hoard, deceive and trick you, steal from you, and even kill you in order to win. Thus it can be said that the theme of this game world is one of balancing across the fine line of greed and ambition. Let your ambition turn you into the greatest treasure hunter, but be careful that your greed doesn't turn you into someone else's prey.

The player has received credible intelligence that in a maze-like system of interconnected caves, there exists an abundance of gold, rare gems, priceless antiques and art, as well as powerful magical weapons, potions, and treasures not yet confirmed by surviving eyes. The caves are thought to be magical themselves, each one being fantastically unique in appearance despite being part of the same cave system. The call to adventure is too enticing to ignore but caution must also be exercised.

In these caves there is a powerful and gigantic cave troll constantly patrolling and guarding its hoard. This troll is deeply connected to the cave system's strange magic and can move across the caves in ways that no other character can. If it encounters anyone, death is a guarantee for the trespasser. There are also other explorers besides you in this maze. Depending on your decisions, to you they can be allies, competitors, enemies, or even prey.

At the end of the day there is no treasure more precious than your life, so winning this game means escaping and surviving. Failure to leave the maze and consequently dying is considered a loss. How much treasure the player escapes with is a measure of their success. They cannot carry everything they want out of the caves and other possibly more valuable items are only available upon undertaking greater risks. Therefore, choices and compromises must be made. Escaping alive is certainly a win, but escaping with barely any treasure won't be much of a victory. The greater the risk, the greater the reward. Thus, the player must carefully balance their caution and ambition in order to win with the greatest possible high score they can achieve.

## Section 2: Player Goal and Game Rules

The goal of the player is to escape with as much valuable loot as they can find without dying. Valuables can be found throughout the cave in many ways. Some are hidden within various puzzles, some are being carried by other characters, while others are in plain sight. It is impossible to carry all the loot in the cave so the player must be selective in what they take.

Game start:

- The player will begin the game at the cave entrance.
- The monster will be in the monster room.

Game end (Win):

- The player needs to return to the entrance and exit the cave system. The player may exit the cave anytime the player wants regardless of the score. That is, the player has an option to flee and can win by escaping even with a score of zero.
- Their final score is then determined by the gold the player is carrying and the value of their inventory when they exit the map.

Game End (Loss):

- The player dies in the cave (Health drops to zero). The loot accumulated is not scored.

Specific cases:

- Situation 1: The player is attacked and killed by NPCs.
- Situation 2: The player falls victim to a trap (e.g. poison potion which was considered as health potion, poisonous spider bites etc.).

## Section 3: Obstacles and NPC Behavior

This section describes how the characters/monsters/items/map will behave and be organized as obstacles to the player.

### Obstacles:

- Traps (see Items below):  
Certain items will have unintended consequences. For example: misleading potions that cause harm, trick chests that waste your time, treasures that lose their value with one wrong action, etc...
- Puzzles  
Certain chests may require the player to solve a mini puzzle before they can be opened. Directions to certain valuable treasures may be cryptic and require critical thinking to decode. The cave system functions also as a maze making it difficult for the player to find their way back.
- NPC Behavior (see Characters: 2. NPCs)  
Apart from looking and picking up items, the player will also be able to trade with other NPCs or even be able to attack them and take items off of their corpse. The reverse is also true, so other NPCs can also be an obstacle to the player if they take items the player might want or if they decide to attack the player.

### Characters:

1. Player
  - Motivation: to take an adventure and find treasures on this adventure
  - Goal: to survive (escape from the cave) with as much treasure as possible
  - Behaviour/Characteristics:
    - dictated by the current player
    - begins in the start room
  - Dramatic situation to encounter: find out the crack to escape when encountering a dead end
  - Basic Attributes:
    - can hold up to 100 gold
    - Can hold items up to a weight limit of 15 units
    - health 15 units (max health)
    - base attack power: 2 units (damage dealt)
2. Non-Playable characters (NPCs):
  - A. Roving monster (unbeatable)
    - Goal: to protect its treasures in the caves by attacking all other characters
    - Behaviour/Characteristics:
      - starts in the monster room
      - moves randomly (through paths not available to other characters)

- attacks anyone in the same room
- can not be harmed except by a unique item
- drops a rare item if defeated
- Basic Attributes:
  - base attack power: 5 units
  - only holds rare item
  - infinite health
  - vulnerable to special item

## B. Competing Explorers

- other adventurers with different personalities
- move from room to room interacting with the environment
- can be traded with
- can be fought
- can pick up items
- can put down items
- head for the exit when inventory is full (except for the greedy explorer)

### a) Cowardeen (explorer)

- Goal: to survive (escape from the cave)
- Behaviour/Characteristics:
  - friendly, eager to trade items and/or information
  - cowardly
  - will flee the dungeon if attacked
  - will flee the dungeon if the monster is encountered
- Basic Attributes:
  - health: 5-10 units
  - weight limit: 3-5 units
  - base attack power: 2 units

### b) Greedian (explorer)

- Goal: to possess the most valuable treasure in the cave system
- Behaviour/Characteristics:
  - greedy
  - takes the most expensive items
  - will exchange a less expensive item for a more expensive item if inventory is full
  - Attacks explorer (includes player) with an item worth more than 75 gold
- Basic Attributes:
  - health: 5-10 units
  - weight limit: 3-5 units
  - base attack power: 2 units

c) Violentain (explorer)

- Goal: to attack and kill others and to steal others' belongings
- Behaviour/Characteristics:
  - violent
  - attacks anyone they encounter
  - takes belongings off of corpse
- Basic Attributes:
  - health: 5-10 units
  - weight limit: 3-5 units
  - base attack power: 2 units

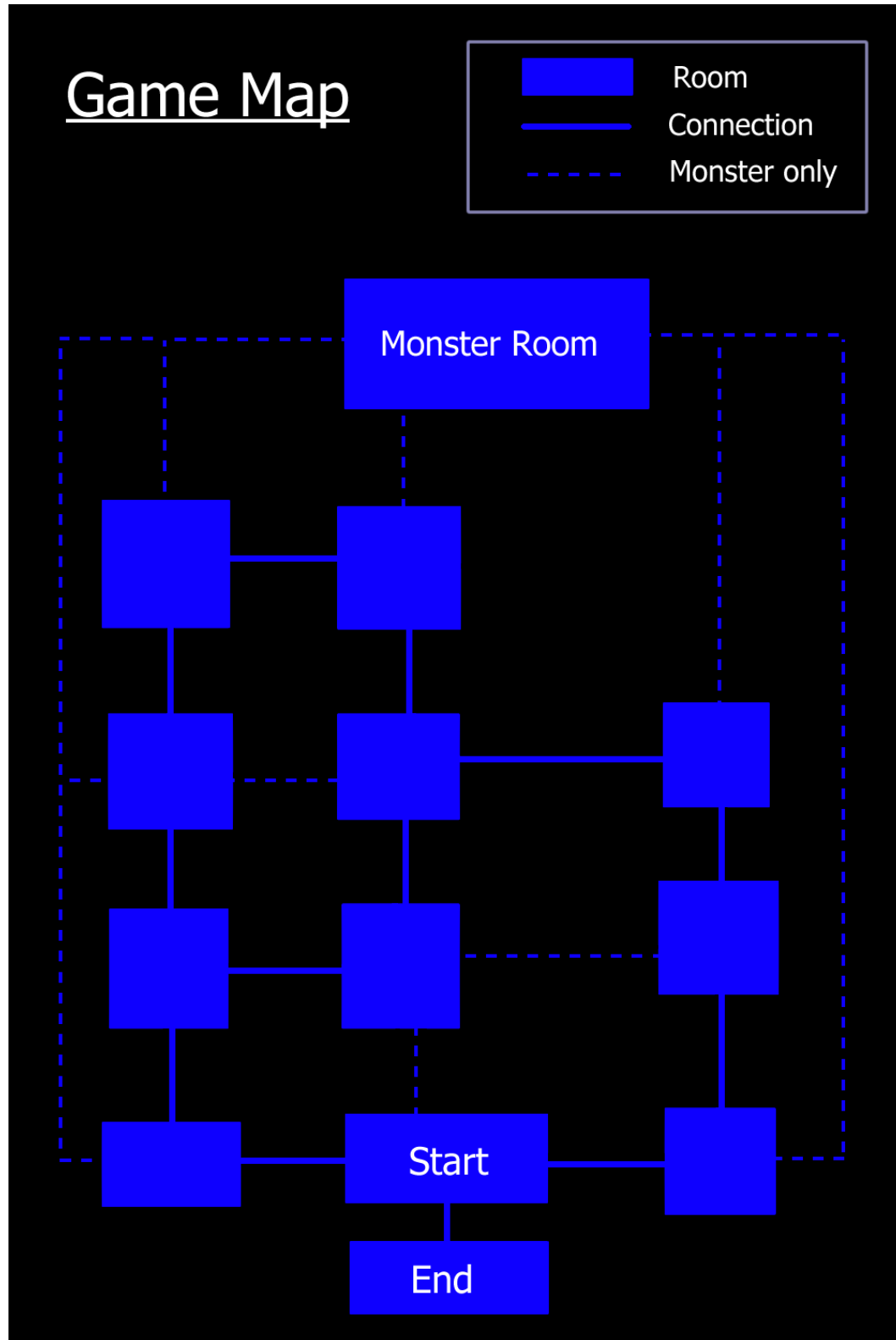
Items:

[Spreadsheet link](#)

Name	Weight	Value	Use	Effect
Gold Plate	1	5		
Silverware	1	3		
Bag	0+*	0	Container	Weighs the same as contents
Bag of Gems	1	15		
Skull	1	0	Equipment(hand)	"+2 attack. Breaks on hit"
Cursed Gem	1	50		1 damage if the holder doesn't attack every 5 turns while held.
Sword	1	1	Equipment(hand)	"+3 attack"
Helmet	1	1	Equipment(head)	"-1 incoming attack"
Painting	2	100		
Invisibility Potion	1	30	Consumable	Unseen by other characters for 5 turns
Health Potion	1	30	Consumable	"+2 Health"
Chest	100	2	Container	
Chest(trap)	100	2	Container	Damages when opened
Trick Box	2	150	Container	Value drops to 0 when opened
Shield	2	25	Equipment(Hand)	"-2 incoming attack"
Monster Amulet	1	3	Equipment	"Vibrates when a monster is in the next room"
Trick Potion	1	30	Consumable	"-5 Health"
Monster Core	1	300		
Banishing stone	1	30		Temporarily banashes the monster back to the monster room. Monster leaves a Monster core. Disintegrate on use
Misc Items	*	*		No use, various miscellaneous items of different weight and value

## Section 4: Game Map (Rough Draft)

This is a rough draft of the UML(Unified Modeling Language) map of the gameworld.





## Section 5 Appendix

- GitHub Repository  
<https://github.com/Chris-Fontein/CCPS-406>
- Programming Language: Python
- Coding conventions:  
PEP 8 – Style Guide for Python Code  
<https://peps.python.org/pep-0008/>
- Roles and responsibilities: To be discussed going forward.