Midbar:
The Secrets of the Lost Wilderness

—

By: Jacob Lorenzo A. Cano & Maigela Zia L. Garcia (CSCI22-N1)

INTRODUCTION

Midbar: The Secrets of the Lost Wilderness is a treasure-hunting RPG in which the main objective is to find a magical crystal. The two players are twins whose grandpa is sick with an undisclosed illness, and only the crystal hidden within the lost wilderness can save him. The crystal can only be acquired when the players find the Four Elemental Gemstones of Wind, Water, Earth, and Fire scattered throughout the map. Moreover, the lost wilderness is rife with magic – healing pools and teleportation hubs are among the hotspots that are hidden within the Midbar map. However, the lost wilderness is teeming with deadly mobs; it is up to the players to work together to collect all the gemstones that can unlock the room that holds the mystical crystal that shall save Grandpa. Needless to say, they better watch out for all creatures as both players only have a limited amount of lives throughout the expedition. Once all stones have been gathered, the crystal shall appear at the very heart of the map. As for the moment, the game shall end with a blank screen with the inscription, "Congratulations, twins! Your grandpa has been saved!".

That being said, throughout the journey toward claiming the crystal, watch out for monsters, possible hidden paths, and other possible plot twists that Midbar has in store for you...

Historical Background

Midbar's characters are mostly derived from the Biblical world of Jesus. Do not fret if you come into contact with names that are synonymous with known figures in the Bible.

List of names of every character in Midbar:
1. Player 1 (boy): Martin
2. Player 2 (girl): Mary
3. Grandfather: Lazarus
    a. In one of His miracles, Jesus raises Lazarus of Bethany from the dead four days after Lazarus had been entombed (Tearle, n.d.)
4. Fire Biome: Mt. Sinai
    a. Where the burning bush appeared to Moses.
5. Earth Biome: Midian
    a. Where Moses voluntarily exiled himself to.
6. Air Biome: Tof
    a. Shortened name for "The cloven Tongues of Fire" – In Acts, the tongues of fire represent the presence of God the Holy Spirit. "Suddenly a sound like the blowing of a violent wind came from heaven and filled the whole house where they were sitting. They saw what seemed to be tongues of fire that separated and came to rest on each of them" (Acts 2:1-4).
7. Water Biome: Siloam
    a. According to the Gospel of John, it was at the Siloam Pool where Jesus healed the blind man (John 9:1–11).

Game Mechanics

➔ GameServer must be executed first before running the GameStarter of each client/player.
➔ Both players must start the game in order for the GUIs to appear on their respective screens.
    ◆ Player movement is through the four keyboard keys: **W-A-S-D.**
➔ Once successful, they shall be teleported to semi-random location/s on the map as their starting point/s.
➔ The main objective of the players is to explore the map and look for four gemstones – one gemstone for each of the map's terrains. The colors of the biomes are the ff:
    ◆ Red: Fire   [Name: Mt. Sinai]
    ◆ Brown: Earth   [Name: Midian]
    ◆ Green [Natural]: Air   [Name: Tof]
    ◆ White: Water   [Name: Siloam]
➔ Once collected, the crystal shall appear in the **heart/center of the map**. Note that the crystal shall only appear if all four gemstones have been collected. Collecting a gem shall commence if the player walks through it and the gemstone disappears. Messages shall appear if claimed successfully.

➔ If the crystal has appeared, the players can acquire it via the same method as the gemstones. Once collected, the game ends and you win! Both players will be exposed to a blank screen followed by a congratulations screen.

Other Instructions and Features

- **Power Ups (The Gifts of the Holy Spirit)**
  - In 1 Corinthians 12, the Holy Spirit bestowed a myriad of gifts: To one, the Spirit gives knowledge, to another, a gift of healing, and for others, a gift to do miracles (and many more).
  - Similarly, acquiring each of the gemstones shall bestow both players with unlocked abilities, depending on the stone acquired:
    - Water gemstone - shoot mobs with a growing orb in a single direction. [Press Spacebar]
    - Fire gemstone - shoots boomerangs of flame in 8 directions. [Press 1]
    - Earth gemstone - throw a large projectile when a player is looking in west/east direction [Press 2]
    - Air gemstone - shoots and places a growing bubble that pops when it has interacted with a mob; disappears after a few seconds. [Press 3]
- **Mob-Player Interaction & Player-Mob Interaction**
  - Like most animals in the real world, mobs scattered throughout the biome are peaceful and only become aggressive when provoked.
  - Mob interacting with Player = damage to player
  - Player interacting with Mob = damage to the mob (mimics a physical attack than a magical one even without an attack animation)

- **Holy Water [Pools of Siloam]**
  - Similar to how Siloam was the place where Jesus healed a man of blindness, pools of Siloam can fully regenerate a player's health life. A hint of finding these pools: look for paths that lead to small bodies of water.

- **Interactive Signs [Signs of the Times]**
    - There will be **signs** placed at the entrances of each biome that contain short inscriptions about the biome's name & history.
        - Dialogue boxes shall only appear if the player collides with the signages.
        - Players can exit from Dialogue States if he/she presses the **ENTER** key or skip through the passages using the **right arrow key**.

- **Zero Life Left [Heaven-Limbo]**
    - Players with zero (0) lives left shall be transported to a faraway place called "Heaven"
    - Unlike the Resurrection, once the player dies, it can no longer revive itself. It shall wait in the depths of "Limbo"
    - If both players have no hearts left, a game over screen shall take over.

Summary of Networking

- → Used to transfer data of Player 1 and Player 2 (e.g. life)
- → Used to transfer data of Mobs, Projectile Animation, and Gemstones/Crystal.
- → Changes UI depending on which Player is which.
- → The server sends seeds for random mob movement so that both clients shall have the same mobs moving in the same direction.
- → The server also sends seeds for the item placement in the map [but there are already specified locations for it to go to.]
- → The server shall also send seeds for random player spawn points (spawn points are usually at the entrances of each biome or at the center of the map).

References

- Tearle, O. (2021). A Summary and Analysis of the Raising of Lazarus. https://interestingliterature.com/2021/06/bible-jesus-raising-lazarus-summary-analysis/
- English Standard Version Bible. (2001). ESV Online. https://esv.literalword.com/