

“Hyrule Castle” by Joe DeLuca

“Hyrule Castle” is a story inspired by the Legend of Zelda series. You play as the Hero trying to purify Hyrule Castle by defeating the darkness that is Ganon. Navigate the Castle to find information about the Triforce Goddesses and their pearls in order to unlock the secret of the Castle and seal away the calamity.

In my story, I implemented several interesting mechanics. The first is a room with a pool that increases the maximum health of the player when the player enters the pool. The second is an npc that is easier to persuade after you perform a specific action. This is done by giving the npc a property that is changed with an after rule. Next are enemies that leave behind strong weapons after you defeat them. By giving an enemy a weapon, it will leave behind the weapon it used, allowing you to take it. There are also several pieces of scenery that reveal information about the world and your objective. After you examine this scenery, the description and printed names of other objects in the world are modified accordingly using “now”. The last mechanic is a puzzle that causes things to appear on the map when certain conditions are met.

This copy does not have the procedural mechanics of the 570 project. It serves as a base model to be modified later by the generator. Nevertheless, I spent a lot of time working on this story so I hope you enjoy it! Well, at least for five minutes.