# Abstract

Dominion <working title> is a fantasy RPG text-adventure set on the island nation of Oshana in the fourth century. The nation has seen major conflict every century, and this time is no different. The races/species that live in the nation of Oshana are very principled and believe most vehemently in fairness and the balance of power, so even though they have what is essentially a monarchy, it is a very fair system. The last of the House of Raa, of the <race> race, died in a battle, leaving no heir. The people elected their new leader, and a sinister plot was then hatched to dominate and enslave the nation of Oshana. The new leader created a task force of powerful individuals to create strife and tension, and eventually orchestrate a civil war after dividing the people over the very issue of the election. Using this power and influence, the new government would be able to take over. You play as a soldier, who during a training mission discovers the true nature of the government from an officer who took their own life. The mission goes off the rails and the army pulls the plug, enslaving and executing everyone involved. You must escape. You must discover the full scope of the sinister plot to rule Oshana and put an end to it and restore peace to the island.

## Outline

1. Chapter One - Introduction
   1. Training Mission
      1. Player chooses race, class
      2. Training mission ends in failure, player remains sole survivor of rebel attack, finds parcel to deliver to nearby town
      3. Player delivers parcel, receives map and bag for inventory
         1. A few towns, villages, and two cities are on the map,
         2. One city locked until Chapter Four, the Capital
2. Chapter Two - All Alone
   1. Player discovers plot to start the Civil War
      1. Player is a fugitive to the Brigade and the Rebels
      2. Discovered and held captive by the Rebels, breaks loose
      3. Finds correspondence between King and Rebels, puts two and two together
   2. Many Rebel bases are uncovered, Player already knows a few Brigade bases
      1. Has the option to take these on whenever. The less the player destroys, the more often they will find the Player and hunt them down
   3. Player must enter the towns and villages to make friends and join guilds
3. Chapter Three - Rising To The Top
   1. Player encounters the guilds and characters of the world
      1. Warrior’s Guild
         1. Made up of old Veterans and Fortune-seekers
         2. Secretly a front for an Assassin’s Guild
            1. Assassin’s Guild is paid off by the King
            2. Final Assassin’s Guild mission is to kill them all
         3. Can make you wealthy, is very difficult depending on class
         4. Don’t accept Mages
      2. Mage Apprenticeship
         1. Doesn’t accept Warrior’s (too low magicka)
         2. Wizard is loyal to the King, must hide identity
      3. Thieves
         1. Player can encounter thieves/bandits while on the road
            1. Can’t be reasoned with
         2. Thieves in town can only be learned from after bribes
            1. Unlocks ability to break into houses (lockpicking?)
            2. Stolen items require a fence
            3. Unlocks a fence
      4. Saloons
         1. Good place to meet individuals, take quests
      5. General Stores
      6. Generic Citizens
         1. Blacksmith
         2. Guard
         3. Teacher
         4. Farmer
         5. Sawmill Worker (Sawyer)
         6. Fletcher/Huntsman
         7. Bounty Hunter
         8. More?
   2. Player rises through the ranks of the guilds, gains power and loot
4. Chapter Four - Finish The Fight
   1. Player takes the fight to the King
      1. Player must destroy one or more strongholds, castles, or outposts. Random chance to find King’s Plans
      2. King’s Plans unlock the Southwestern corner of the map, the Brigade rebuild a bridge the Rebels destroyed at the start of the game
   2. Southwestern corner of the map unlocked
   3. Player slays the King, decides the fate of Oshana forever
      1. Player becomes King
      2. Player installs Democracy
      3. Player leaves Oshana to its fate, doesn’t intervene in politics
5. Chapter Five - Epilogue
   1. The choices the player made
   2. The effects of those choices

## Outline Extended

You are a soldier. You were picked from your village and told to choose what class you want to be: Battle Mage, Warrior, or Spy. You conduct a training mission to become acquainted with your class traits and combat style. The training mission; however, ends in failure. As part of the King’s Brigade, your loyalty lies with the King when a task force of rebels strikes the castle. Your commander tries to lead the group of trainees through a sewer to escape, but the magic of the enemy is powerful, and causes the tunnel to collapse. You are the only one on the other side, and your commander was crushed to death, your allies trapped on the other side. You escape and find a small camp set up by the Brigade. You search it and find mission orders from the King. Oddly, they are not what you were expecting. It was a warning, a suspicious message and order to evacuate a select few people from the castle. On the back are orders to deliver a message to a nearby fishing village which provides aid to the castle, and food for the Brigade. It’s sealed in an envelope so you don’t know what it says. You enter the village to find the inhabitants are sick. After a while you find the village magistrate and deliver the parcel to them, who opens and reads it. They are horrified by the contents. The town was poisoned, by the King! The water supply is dangerous to drink from, and the village is doomed. The magistrate gives you a sack (inventory), and a map, and pleads with you to stop the evil that has inhabited the land of Oshana. He asks you to stop the King.

# Features

Map (with fast travel)

Combat

Inventory (some management, and full item descriptions)

Lockpicking?

Dialogue

# Story

# Technical Outline

## Main Function

* Reads from inventory file on startup
  + Item Structure
    - Members:
    - String for item name
    - Short Unsigned Int for item quantity
  + Reads into array of Items
* Reads from map file on startup
  + Reads known locations into string array

## Inventory Function

* Is passed Item array from Main
* Outputs all Item names and Item quantities
* Accepts input (commands) from user (drop, combine, inspect, exit - returns to Main)
* Saves changes to array, overwrites inventory file

## Map Function

* Custom Structs
  + Towns **(Struct)**
    - Members:
    - Name (for Console Output)
    - Streets **(Struct)**
      * Members:
      * Name (for Console Output)
      * Locations (Houses/Businesses) **(Struct)**
        + Members:
        + Name (for Console Output)
        + Lock Status (Locked or Unlocked/Lock Picked)
        + NPC’s **(Struct)**

Members:

Name (for Console Output)

Living Status (Alive/Dead)

Affinity to the player (Enemy/Neutral/Ally)

String Array of Dialogue Lines

String Array of Player Dialogue Options

* + - Visibility (to the Player)

## Quest Function

* Exactly like Inventory function
* Instead of item struct, uses quest struct
  + Quest Struct Members:
  + Name (string)
  + Quest Stage (int)
* “Open Journal” command from Main
* Returns to Main

# World

## Town 1

Intro Town

Name: Poton

Buildings:

Fish Stall

Vendor - Rahn Ulugash (Fish)

Sells fish and medicine, small/basic weapons

Council

NPC:

Magistrate - Elam Nivien (Fish)

Gives Quest 2

Yoolan Residence

NPC: Liza Yoolan (Fish) (not an adult)

Gives Quest 3

(Hidden Quest, kill kid or don’t. No consequences, but kid is poisoned and dying and in significant pain and suffering)

## Town 2

Name: Iyo

Buildings:

Merits Residence (Humans)

NPC: Jelica Merits (Human)

Can be robbed

Blacksmith

Vendor: Dirk Merits (Human)

Sells weapons and some medicine

NPC: Alana Caro (Cat)

Tells player he’s buying weapons to go hunt animals around Town 3, Player never encounters Alana again (presumed dead). Unlocks Town 3 on the map.

Council

NPC:

Magistrate - Eratas Mal (Fish)

Gives Quest 4

Asks player to investigate Town 4, believes the cat vendors stole rare gems from her and asks you to steal them back. The player can steal them or buy them, or ask the cats about her and realize that she’s lying, because they make the gems themselves. Player can still steal the gems anyways

## Town 3

Name: Mortuus

Buildings:

Farm Shed

NPC: none

Can be robbed for food

Armorer

Vendor: Faslain Mata (Human)

Bevets Residence

NPC: Wendel Bevets (Elf)

NPC: Vend Bevets (Elf)

Council

NPC:

Magistrate - Zinn Weyt (Elf)

Gives Quest 5, asks player to kill animals surrounding the town

Wizard - Gail Leiry (Elf)

Sells low level scrolls and weapons

## Town 4

Name: Novadesh

Buildings:

Manny Residence

NPC: Hann Manny (Adopted Elf)

NPC: Vex Manny (Cat)

Can be robbed

Jeweler

Vendor: Lillian Caro (Cat)

Involved in Quest 4

Blacksmith

Vendor: Rex Dumer (Cat)

Council

Magistrate: Serv Caro (Cat)

Involved in Quest 4

Gives Quest 6, asks player to deal with the bandits in a nearby dungeon (Dungeon 1). Player can conquer or assist bandits in conquering Novadesh

Alley

NPC: Vel Manna (Cat)

Can teach you archery skills and sneak skills, then asks to bring him back a rare gem from Lillian Caro (Quest 7)

## Town 5

Name: Mernog

Town inhabited by Undead monsters, player is attacked instantly upon arrival.

Once town is conquered, monsters are despawned

Next time player arrives, town is inhabited by humans

Buildings:

Moor Residence:

NPC: Fell Moor (Human)

NPC: Sky Moor (Human)

Gives Quest 10, asks player to conquer Dungeon 2 so more people will settle the town

## Town 6

Named by Player during Intro

Buildings:

(Human) Blacksmith

Vendor: Clay Erics

(Elf) Wizard/Alchemist

Vendor: Kix Palo

(Fish) Shaman

Vendor: Digg Yoolaf

(Cat) Healer

Vendor: Dex Hannan

(Orc) Blacksmith

Vendor: Urt Boole

Council

(Human) Boone Savid

(Elf) Iris Hoyte

(Fish) Magu Weng

(Cat) Kiln Ropor

(Orc) Nugrav Listed

Magistrate tells Player about Town 5 and how it was conquered (Gives Quest 8), tells player about the conflict between Towns 7 and 8 (Gives Quest 9)

## Town 7

Name: Huron

Buildings:

Armorer

Vendor: Urv Yatta

Guard House

NPC: Raga Niwe

NPC: Qavo Linnie

Council

Magistrate: Pilo Derva

Involved in Quest 9

## Town 8

Name: Lellow

Buildings:

Blacksmith

Vendor: Olg Harkam

Guard House

NPC: Ligge Berv

NPC: Urvuu Yen

Council

Magistrate: Jeln Derva

Involved in Quest 9

## Dungeon 1

Name: The Frozen Manor

Enemies: Human Bandits, Leader named Davis Fad

Dungeon Reward: Icy Steel Chestplate

## Dungeon 2

Name: Kilema Crypt

Enemies: Undead (first wave), 3 Elven Wizards (second wave)

Dungeon Reward: Scroll of Vanishing Sword (High Magic Skill required, used during combat, vanishes from inventory after 3 turns), Potion of Water Breathing

## Dungeon 3

Preliminary: Need to be of Fish race or take Potion of Water Breathing to access

Name: Sunken Brig

Enemies: Savage Fish Creatures

Dungeon Reward: Quest 11 Item, Gold

## City 1

Name:

Buildings:

## City 2

Name:

Buildings:

## Base 1

Leader: Bart Revan (Human)

5 Troops

## Base 2

Leader: Yerk Manna (Cat)

6 Troops

## Base 3

Leader: Hanna Rowan (Human)

7 Troops

## Base 4

Leader: Terg Mildas (Elf)

7 Troops

## Rebel Base 1

Leader: Dirk Regis (Human)

5 Troops

## Rebel Base 2

Leader: Hock Yenna (Fish)

6 Troops

## Rebel Base 3

Leader: Dex Cannab (Cat)

8 Troops