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Inhoud

[About the game: 1](#_Toc13847869)

# About the game:

1. **Technical details:**
   * The game will be a text based game. Where everything is text. There will be no visual element in the game. Everything will be told to the player in text. E.G. The player moves to another area. The player will be told in text that there is a forest to his north, a grass field to the east, a grass field to the south and a forest to the west. The game will use the compass directions to not make it confusing to which way it’s looking.
   * Items obtained by the player are also shown in text on the players screen.
   * The game will run on JavaScript as its main engine. The player interface will be done with HTML and CSS.
   * The progress will be saved with cookies on the players computer.
   * The code will be open source on GitHub
   * The website will also be hosted on GitHub since it’s free of charge.
   * The CSS will be divided into multiple CSS files to make it easy to change and add a possible dark mode version.
2. **Info about the gameplay:**
   * The aim of the game Getting out of the dome
   * There will be a day and night cycle
   * During the night it gets cold. The cold will kill the player if they stay in it too long
   * There is a campfire to keep the player safe from the cold
   * Every action cost x amount of time
   * The game has a certain amount of time to do play
   * Player has to escape during that time period
   * The player doesn’t know this timer exists before he finds out in game
   * Player doesn’t know about the dome until he walks into it
   * There is one spot on the map where the player can find out about the time ticking down
   * The player with start in the middle of the dome wake up
   * The player and character don’t know where they are or how they got here or why they are here
3. **Story:**

The game is about an old politician who was hated by the people. After his power being taken away the wiped his memory and threw him in a dome. This dome is for the sole purpose of entertainment for the people who the character oppressed. The dome is meant to slowly kill the character but not before making the character suffer through x amount of time. It is not meant for the character to escape. Yet this is still what the player has to do. The player will first have to find clues that he’s in this dome. First it will appear that it’s to keep him safe. But if the player keeps searching for clues the player will figure out that it’s the other way around. Can the player escape in time or will the dome take their life.