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Game Design Document

Troubled Towers

THE LONG-AWAITED MODERN PORT OF AN ADVENTURE GAME CLASSIC

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# Gameplay Overview

## Brief

A short, text-based puzzle/mystery adventure game where players must put to rest ghosts in a haunted house by bringing them key items found throughout the house.

## Gameplay

Players must obtain an item to satisfy the needs of two ghosts in the haunted house:

* A hungry ghost who wants something to eat
  + A tin of beans can be found in the pantry
  + The beans must be served on a plate found in the kitchen
  + Once served these can be given to the ghost in the master bedroom
* A bored ghost who wants to be entertained
  + The television set in the lounge is not working, the antenna must be fixed
  + The roof can be accessed from the back garden, but a rope is needed
  + The rope is found in the cellar, which needs a lit candle
  + Once the player reaches the roof they can fix the antenna
  + They can then return to the television and turn it on for the ghost
* A sad child ghost who wants its doll
  + The doll is blocking the toilet, it can be discovered by flushing the toilet
  + The player needs to use a towel as a makeshift mask to obtain the doll from the toilet
* The doll is missing its bow however, which is hidden in a secret chamber in the cellar
  + A candle is needed to light the way, it must be lit by candles
  + The secret chamber can be identified by finding a note hidden in the study’s desk
  + The note must be set aflame in a lit fireplace to reveal the hidden writing which directs the player to the secret chamber
* Once in the secret chamber the player must defeat a demon which guards the doll’s bow
  + A glass must be obtained from the kitchen and filled with water from the sink upstairs
  + By using a crucifix on the glass of water the player can make a glass of holy water
  + The player must wear a holy amulet found in the lounge to protect themselves before attacking the demon with the holy water

Once these are all achieved and the ghosts are all put to rest, the player can leave out the front door again.

# Map

Back Garden

* Drainpipe

Roof

* Antenna

Rear of house

Toilet

* Toilet

Cellar

* Rope

Ritual Chamber

* Demon

Bright Corridor

* Crucifix

Dim Corridor

* Holy Amulet

Kitchen

* Glass
* Plate

Pantry

* Tin of Beans

Dining Room

* Candle
* Fireplace

Lounge

* Bored Ghost
* Television

Small Staircase

Front Door

Landing

Master Bedroom

* Ghost

Study

* Desk
* Matches

Small Bedroom

* Small Ghost

Bathroom

* Sink

Shower

* Towel

Up/Down

Up/Down

Up/Down

# Artefacts

## Locations

**Front Door**

The player begins here and must return here to complete the game once their goals are achieved.

**Objects:**

None

**Routes:**

* North: Small staircase

**Small staircase**

A staircase acts as a crossroads from where the player can access most of the house.

**Objects:**

None

**Routes:**

* North: Dark corridor
* South: Front door
* West: Lounge
* Up: Landing

**Dark Corridor**

A grimy corridor leading deeper into the house.

**Objects:**

None

**Routes:**

* North: Bright corridor
* South: Small staircase
* West: Kitchen

**Bright Corridor**

The brighter atmosphere gives a hint that the crucifix here is significant somehow.

**Objects:**

* Crucifix

**Routes:**

* North: Rear of house
* South: Dark corridor

**Rear of house**

The cellar entrance here cannot be accessed without a light source.

**Objects:**

None

**Routes:**

* South: Bright corridor
* East: Toilet
* Down: Cellar

**Lounge**

A cozy lounge with a fireplace waiting to be lit.

**Objects:**

* Holy Amulet
* Fireplace

**Routes:**

* North: Kitchen
* East: Small staircase

**Landing**

The top of the staircase. Several rooms are accessible here.

**Objects:**

None

**Routes:**

* North: Master bedroom
* South: Bathroom
* East: Small bedroom

**Kitchen**

Kitchenware is available here, along with access to the dining room and pantry.

**Objects:**

* Plate
* Glass

**Routes:**

* North: Pantry
* South: Lounge
* East: Dark corridor
* West: Dining room

**Dining Room**

A candle is conveniently available here, as a possible light source.

**Objects:**

* Candle

**Routes:**

* East: Kitchen

**Pantry**

A food storage cupboard; most of the canned stuff is still good.

**Objects:**

* Tin of beans

**Routes:**

* South: Kitchen

**Master Bedroom**

The adult ghost stays here, clearly the former master of the house.

**Objects:**

* Adult ghost

**Routes:**

* South: Landing
* East: Study

**Small Bedroom**

The small ghost is here, in what is clearly a child’s bedroom

**Objects:**

* Small ghost

**Routes:**

* West: Landing

**Bathroom**

A sink is available here, a source of water. There is an attached shower available.

**Objects:**

* Sink

**Routes:**

* North: Landing
* East: Shower

**Shower**

It doesn’t work but the towel here will be useful.

**Objects:**

* Towel

**Routes:**

* West: Bathroom

**Toilet**

Back on the ground floor; the toilet here is clogged. The doll will appear here if the player flushes the toilet but cannot be retrieved unless they are wearing the towel.

**Objects:**

* Toilet

**Routes:**

* West: Rear of house

**Cellar**

Dark and damp, this is inaccessible without a light source. The exit west to the ritual chamber is not visible unless the player has read the spooky note’s secret writing, after burning it in the fireplace.

**Objects:**

None

**Routes:**

* Up: Rear of house
* West (Hidden): Ritual chamber

**Ritual Chamber**

A demon is here that the player must defeat with the glass of holy water while wearing the holy amulet. Afterwards, the doll bow will appear for them.

**Objects:**

* Demon

**Routes:**

* East: Cellar

**Back Garden**

A dreary back garden offers access to the roof, but only if the player can obtain a rope to climb up.

**Objects:**

* Drainpipe

**Routes:**

* South: Rear of house
* Up (hidden): Roof

**Roof**

The TV antenna is here, but it is faulty and needs fixing.

**Objects:**

* Antenna

**Routes:**

* Down: Back Garden

## Objects

**Obtainable by player:**

* Candle
  + Light source
* Matches
  + Lights candle & fireplace
* Plate
  + Used to serve beans for adult ghost
* Glass
  + Can be filled with water
  + If full, can be blessed by crucifix to make holy water
* Crucifix
  + Blesses glass of water
* Tin of beans
  + Must be plated to give to adult ghost
* Doll
  + Won’t be accepted unless dressed with its bow
* Doll bow
  + Obtained from demon and must be used with doll to offer to child ghost
* Holy amulet
  + Offers protection from the demon, necessary to defeat it
* Spooky note
  + Is illegible until burned, then can be read to reveal secret chamber in cellar
* Towel
  + Must be worn to obtain doll from toilet
* Rope
  + Used to gain access to the roof

**Unobtainable/static objects**

* Ghost
  + Adult ghost, must be given beans to put to rest
* Demon
  + Must be defeated to obtain doll bow
* Toilet
  + Hides the doll, must be flushed to obtain
* Fireplace
  + Spooky note can be burned here to read its secret writing
* Sink
  + Source of water to fill glass
* Desk
  + Spooky note is hidden within
* Small ghost
  + Must be given complete doll to put to rest
* Bored ghost
  + Must fix then turn on television to put to rest
* Television
  + Is broken, the antenna must be fixed
* Drainpipe
  + Used to attach the rope, to climb to the roof
* Antenna
  + On the roof, must be fixed by the player

## Verbs

* GO
  + Moves the player in direction specified
* EXAMINE
  + Provides a detailed description of either the current location, or the item specified
  + If spooky note is targeted, and has been burned in fireplace, opens route between Cellar and Ritual Chamber
* GET
  + Attempts to pick up an object
  + If targeting Doll, player must be wearing the towel in order to pick it up due to the smell
* HELP
  + Get list of acceptable commands
* LIGHT
  + Can light either candle or fireplace, if the player has matches
* OPEN
  + Used to search the desk, to find the spooky note
* BURN
  + Used to burn the spooky note, if the fireplace is present & lit
* FLUSH
  + Flushes the toilet to reveal the doll
* WEAR
  + Puts on the towel or holy amulet
* USE
  + Sink: turns on the sink, a source of water
  + Rope: creates a route up to the roof from back garden
  + Television: turns on the television, if the antenna has been fixed, which placates the bored ghost
* FILL
  + If the player has the glass, which is empty, and the sink is present and running, fills the glass with water
* BLESS
  + If the glass of water is full, and player has the crucifix, turns it into a glass of holy water
* ATTACK
  + Targeting demon:
    - Player must be wearing holy amulet
    - Player must have holy water
  + If both above are true, slays the demon and reveals the doll bow
* DRESS
  + Dresses the Doll with the Doll Bow
* GIVE
  + Gives item to ghost, if they want it:
    - Adult ghost wants plate of beans
    - Child ghost wants doll with bow
  + If item is correct, ghost disappears and ticks off objective for player
* SERVE
  + Used to put tin of beans on plate for hungry ghost
  + Player must have empty plate
* FIX
  + Fixes the antenna on the roof, makes television functional again