Game Description-

Being an ancient warrior from the Resistance War you have been resurrected by the infamous necromancer Mortifer. As you were a test on Mortifer’s strength he found that he could not control you. He has commanded his undead army to hunt you down and exterminate you. Knowing that once resurrected you have to return to the Celestial Gates to return to the afterlife instead of your soul being destroyed.

UML-

\*Each column is a separate class

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Player Character | Jungle | Cyme | Celestial Gates | Death |
| Class: String  Armor: Bool  Name: String |  |  |  |  |
| Hide()  Run()  Distract()  Cast() | Jungle()  jungleCamp()  jungleCampExtended()  jungleCampEast()  jungleCampWest() | Cyme()  cymeSecondary()  cymeSecondarySelectionTwo()  cymeWall()  cymeAlley()  cymeAlleyCorner()  cymeAlleyExtended()  villageSquare()  cymeHouse()  cymeHouseShelf()  cymeHouseCounter()  cymeHouseBedroom() | celestialGate() | deathScreen() |

Variables-

* Player Name: Uses name for custom dialogue
* Bool for wearing armor: If wearing the Warriors armor you are not stealthy
* Bool for being stealthy: Being stealthy gives more options on exploration
* String for class selection

Links to ASCII used - \*The Victory Screen picture was made by me, text was not

<https://ascii.co.uk/art/skulls>

<http://patorjk.com/software/taag/#p=about&f=Graffiti&t=Type%20Something%20>

Event Outline-

1. Run West towards faint light
   1. As you approach the faint light you see the small village of Cyme, Lynnrynn. Pick from the following options:
      1. Enter the village, you hear a large gathering in the center of the village. Faintly hearing them warn of signs of Mortifer in the jungle where you came from. Any undead he raised will be killed on sight.
         1. As you enter the village you realize that you’re a skeleton wearing armor. Pick from the following options:
            1. Sneak behind the houses

As you’re sneaking between two houses you trip, and the sound of your armor clanging alarms nearby village guards to start walking down the houses.

Hide from the guards

Sneak behind the corner

As you just barely manage to get behind the corner you hear the village guards getting close to you. You hear them talking and assuming it was just some rodent in the pile of trash.

1ai1ai1ai- They begin to walk away, and you now have the risk to be caught easier

Begin walking outside the wall along the village north

Go to 1aii

Keep going behind the buildings

As you approach the next alley way while running between the next two houses you run into a guard and are caught. Being undead their instinct was to slash at you. When they do, they behead you and kill you. \*Game Over\*

Go back – Returns to previous options

Jump under the pile of trash

The guards approach the pile of trash assuming it was a rodent. One of the guards jab their spear into the pile of trash and you see it go right into your neck and kill you. \*Game Over\*

* + - * 1. Walk through the town

You are immediately noticed by the villagers around the center of town. The guards start chasing you down.

Run out of the village.

Return to initial options

Run into the nearest house.

Your armor is slowing you down and you find yourself in the town alchemist’s house.

Remove armor and look through the nearby potions. You quickly find an invisibility potion and drink it. It partially hides you, but it should be enough to conceal yourself somewhere.

1ai1b2ai-

Hide behind the counter in a pile of crates

As you go to hide behind the crates behind the counter you find yourself very visible but have no time to run and hide somewhere else as the guard’s approach. They eventually find you and take you outside to kill you. \*Game Over\*

Run upstairs and hide in the bedroom

After a little bit the guards start coming upstairs. You hear one say check the bedroom and two guards enter the room. One heads to the bed and the other to the closet. As the one guard approaches the bed you are under, he begins to kneel to look under. As he does you try to crunch up more and hide yourself but with the movement the bed shifts and reveals your location.

Try to run from under the bed and jump out the window.

As you jump out the window you realize that there are guards all around looking for you and as you hit the ground you land in front of the two guards watching the front door. The guards grab you and behead you for being a potential spy for Mortifer. \*Game Over\*

Try to sneak past the guards out the back door.

You make it out the back door and can run out of the village back into the thick jungle.

Return to options 1ai-iii

You make it out the back door and can attempt to run behind the houses into the alleyways.

While running between houses the invisibility begins to wear off and your body becomes more and more visible. By the time you are fully visible you can run north out of the village into the thick jungle again.

Return to option 2

Look through the nearby potions. With your armor slowing you down you don’t manage to get a potion before the guards get inside. They grab you and take you outside to kill you. \*Game Over\*

Let the guards catch you.

The guards catch you and believe you are a spy for Mortifer. \*Game Over\*

* + - * 1. Remove Armor

Sneak behind the houses

While swiftly running behind the houses and through the alleys you make it to the north of town. Go to option 2

Sneak into the house north of you

As you enter the building you notice the wide variety of potions on shelves and on the counter. This must be the alchemy store.

Search the shelfs

You find a potion of invisibility.

1ai1cii1ai- Do you want to use the potion of invisibility?

You have fully become invisible and as you finish using it you hear the alchemist in the backroom.

Sneak out of the house

You have made it out of the house without the alchemist noticing. As you step out you notice a large carriage heading towards you. They are heading north; do you want to hop in the carriage?

If yes; you lay under the supplies filling to back of the carriage and hang on for the ride. After a few hours they start heading west. Do you want to get out and continue north?

If yes; You recognize the area as you are very close to the Celestial Gates.

If no; While riding in the carriage you faintly hear the driver complaining about having to go through cart inspection. As he approaches you do not have time to get out without being caught. The guards begin checking the carts and they lift up the stack of crates you were sitting behind. The second guard catches you and immediately pulls you out of the cart and they take you to the side and behead you. \*Game Over\*

If no; return to 1ai-iii

Look around more

Return to 1ai1cii

You decide not to use it and put it in your bag.

Return to 1ai1cii

Check under the counter

You find a potion of blindness. This may come in handy later and you put it in your bag. Return to previous options.

Enter the backroom

The alchemist is in the backroom, and he grabs you then brings you outside to the guards. \*Game Over\*

Exit the house

Return to previous options

Sneak into the house south of you

You realize that you have snuck into the village alchemist house. You hear the bed upstairs creaking. What do you want to do?

Search the shelfs nearby

Check behind the counter

Exit the house

* + - * 1. Leave the village

Return to previous options

* + 1. Run North along the village wall
       1. After running along the wall, it starts to go west. Pick from the following options:
          1. Continue to follow the wall west

You run into the village wall patrolling guards. They grab and behead you. \*Game Over\*

* + - * 1. Run north towards Xecren

You make it north with no issues and find yourself exiting the jungle into the clearing. Ahead of you is the Celestial Gate.

* + - * 1. Enter the village

Go to 1ai1

* + 1. Turn back
       1. Run back into the jungle. \*Returns to initial 3 options

1. Run North towards Xecren
   1. You hear the faint sounds of a party camping ahead through the thick brush. Pick from the following options:
      1. Attempt to sneak up to the camp
         1. As you approach you realize that this isn’t just some adventure party, but it is an undead scout group for Mortifer.
            1. You can turn yourself in to the group.

They grab you and bring you back to Mortifer. Mortifer gives you two options; serve him or die.

Serve Mortifer \*Game Loss\*

Die \*Game Over\*

* + - * 1. Sneak back and go around the camp east.

Go to 2aii1

* + - * 1. Sneak back and go around the camp west.

Go to 2aii2

* + 1. Go around the camp
       1. Go east around the camp
          1. Sneaking around the east you see a large sleeping undead drake. What do you want to do?

Sneak around it

As you just pass the drake you step on its tail, and it wakes up. \*Not passable stealth, must survive

Run north as fast as possible and hope to lose the drake

After running as fast as you can north you find yourself leaving the jungle and the drake is no longer chasing you. Knowing the area, you realize the Celestial Gates are just north of you.

2aii1ai1ai-

You can run towards the Celestial Gates or run into the jungle again around the camp.

Celestial Gates – you successfully recover your soul and go back to the afterlife.

Back into Jungle – Return to 2a

Run through the camp to cause chaos

During the chaos of the drake tearing through the camp you soon realize that you are still being hunted by Mortifer and must make it to the Celestial Gates.

2aii1ai1bi-

Keep going north out of the jungle

You make it out of the jungle and see the staircase to the Celestial Gate \*Victory\*

Go back

Go back to initial options

* + - 1. Go west around the camp
         1. You pass the camp undetected and keep heading north. You soon arrive at the Celestial Gates.
    1. Turn Back.
       1. Run back into the jungle. \*Returns to initial options