Mission Impastabowl

Features:

- 30 rooms large - The overall map is subdivided into "regions" that are essentially modular. Most rooms serve a purpose, but the map has variable density.

- Time system - A surrogate for health that counts down with every action.

- Ally - Groundskeeper gives you hints and time bonuses when you give him his valuable items.

- NPC Dialogue system allows for some interesting, immersion-enhancing conversation.

- Sidequests: Non-critical missions can buy the player more time, giving them more things to do.

- Pseudo-nonlinear Structure: Plot has branches that can be completed out of order before converging at the end. The setting and NPCs adapt to player progress at various points in time.

- Multiple Endings: Various ways to succeed or fail in the game.

Creators:

Giovanni Prinzivalli (Lead Designer)	Gardens, Rectory, and the Final Wings (Fountain Area, Statues). Overall creative direction. Writing. The endings. The groundskeeper (The Ally)
Christopher Pauley	North Wing - Parish Halls, Dining Area, Gift Shop, Museum. Created the time system. Made the meatball event in the North wing.
Prashant Jayaraman	Enemy Designs. Public Area (East Parking Lot, West Parking Lot, Parking Lot Edge, Youth Center, Garage, Restroom).
Kyle Hodgkinson	Map Structure, Design, and Room Layout. Dialogue system. East Wing (Chapel, Parish Office, Serra Center).
Matthew Tong	West Wing - Main Entrance, Main Church, Mission Lobby, Annex, Sacristy. Helped with a lot of the bug testing and creation of events. QA Also added the help menu and listed all the verbs that are custom.