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Documentation of DigiQuest

The idea behind DigiQuest is to entertain children ages 10 and up, mainly located in the city or suburban areas. It is a toy in the process of development. It will be a small pocket able device that you will be able to take with you and play as you walk. The materials will be basic materials like plastic and bits of metal and an LCD screen. One other thing it will have is a step counter or a pedometer so that it can count your steps. The reason for this is just for fun and to make your daily routine to work or school and little bit more fun and rewarding. It may even encourage kids to go outside more and instead of staying indoors. In the beginning of the game, when you first start, you find this egg on the ground in the entrance of the wilderness. It will hatch and ask you if you can take it to wherever it needs to go, whether it is to its mother or to a destination. The main point is to get it from point A to point B alive. The way it works is, you have to help it grow and gain its trust so that when you tell it do something or go a certain way, it will listen to you. In the beginning, the pet is a baby, as you walk with it; it will give you an indication every 200-300 steps saying that it needs to be fed. When you feed it, it will gain+1 bond when you feed it. Bondage is sort of the luck mechanic of the game. The more you are bonded with the pet, the more of chance of winning when you come across something along the way. You do this about 4 for 5 times until it reaches its evolution phase to adolescence. Also, every time the pet reaches an evolution phase; that will count as a checkpoint. Whenever your pet happens to be defeated along the path, it will go back to its last checkpoint and you will have lost a bond point. Continuing, as you are walking with the pet, there will be monsters, treasures and mini bosses on the paths. There will be about 6-7 encounters for every 1000 steps taken. Every 2000 steps, it will reach another evolution phase. Every time you fight a monster, you can either choose to fight it, or sneak around it or run away. When you fight and win, you will gain+1 in strength. When you choose to sneak around it and succeed you will gain+1 in stealth. If you run away, you will gain nothing but have a chance to escape the monster. If you happen to lose against one of the monsters, you have to restart back on the last checkpoint you made; losing the things you have gained beyond that point. It can be pretty risky. There will also be some treasures along the path that you may be lucky enough to find one unguarded and just take the treasure containing points to be put for your pet. Sometimes there might be an encounter where you find a monster that is sleeping hold the treasure. Again, you may choose to fight it to get it, which can win the pet double points or sneak around it for just the treasure. When it comes to them miniboss though, you will have the same choices, to either sneak around it or fight it or run away. The chances of running will be slimmer though. At this point you will have 3 phases; you must win the 3 phases to get past the monster. If you choose to sneak, it will go through the 3 phases 1 at a time. If you failed at the sneaking, you have no choice but to fight it. If this happens, it will initiate another 3 phases where you must defeat it to get past it. At this point the chances of running away will be even slimmer. If you happen to lose against the mini boss, you will have to go back to the last check point and having to continue with 2 less bond points. Therefore making it harder as you go again the second time. But you keep your stats from before. After you defeat the miniboss, there will be another evolution phase and a checkpoint. As you repeat it again and this time finally reaching the final boss. For now to keep it simple, you will have to repeat the same process you did on the miniboss to the final boss. After you beat the final boss you have one the game and your pet can go on its own since it is now strong enough. Then it will leave you.