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# Notes, Meta Thoughts, and Ideas

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Key:

{#.#.#} = Action markers

[x] = Note to developers

[[-> {#.#}]] = Action that takes user to different set of actions (context changes)

{{object}} = object that will be based on past options selected by the user

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Original story ideation: https://jamboard.google.com/d/1SZmCsVBkKJtaH7Cc9Zi3JOhMlSISups6wbYEjOPZEDQ/viewer?f=0

\*Meta Notes\*

* Ray’s Ship is initially what you can interact with; the “tutorial”
* Story is in Second person
* Actions/responses will be hotkeys
* Use: If the “use” x “on” y doesn’t work; return error (you don’t know how to use x with y)

Start with description: in Ray's ship (which will be the "home"), on our way to his home world (the "storage" room), but need to overcome some challenges first.

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Hit the “O” key to see options [options key lists out actions available at any given time]

[User action: What would you like to do? What next? etc.]

[first end goal: move to engine room]

[second end goal: fix engine]

[third end goal: go back to cockpit, use flight console, select option to fly home]

Objects in cockpit: flight console, viewport, etc.

Map:

Cockpit (N)

Engine Room (S)

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Actions:

Look (at)

Move

Inspect

Take

Drop

Use

[?] Map (map of ship with room names; north (cockpit)/south)

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Home world: Gets gifted: pocket, tool (for the wire), others

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Enemies:

Aphrobe

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Future challenges:

Acquire fuel for the ship

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# Mission 1: Getting Started

Scene:

{1.1}

You are the intergalactic traveller, Ray, on your way home from a mission to the Gartner quadrant. Your ship flies smoothly through the stars, its engines humming pleasantly in the background as your attention wanders to all the delicious homeworld food you’re looking forward to eating at your journey’s end.

Your reverie is interrupted by a loud bang, followed by the sudden silence of the engines. The ship stutters to a stop, now coasting languidly in space. This is a critical issue!

{1.2} What do you do? (Press ‘O’ to see options)

[Note: options key lists out actions available at any given time]

‘O’ displays:

Here are the actions available to you:

{1.2.1} LOOK (at)

{1.2.2} MOVE

{1.2.3} INSPECT [objects from LOOK]

{1.2.4} TAKE

{1.2.5} DROP

{1.2.6} USE (with)

[Wait for user action: “What would you like to do?”]

{1.2.1} LOOK: “You are sitting in the only chair in a small control room in the front of the ship. The top of the domed room is a window to the infinite void of space. A panel of brightly colored and flashing controls stretches out in front of you. Behind you is a door to the engine room.”

-Short version: (maybe on second time choosing this?) “You see the flight console, viewport, and a door to [the engine room].

{1.2.2} MOVE - “You walk into the engine room” [[-> {1.3}]]

{1.2.3} INSPECT, [“Inspect what?” -> parameter]

{1.2.3.1} - If Flight console: “This is what Ray uses to pilot the ship to new and exciting locations.”

{1.2.3.2} - If Viewport: The galaxies look beautiful outside, assuming we do not coast into a nearby star.

{1.2.3.3} - If Door: This door leads to the [engine room].”

{1.2.4} TAKE - “You don’t see anything to take!” [OR: You take the [dropped object]]

{1.2.5} DROP - “You’re not holding anything” OR “You drop the [object]”

{1.2.6} USE [parameter] - Parameters=Flight Console OR object

{1.2.6.1} - If Flight Console: “You can’t use this right now -- the ship is coasting without power.”

{1.2.6.2} -If [object]: “You don’t see anything to use this with.”

{1.3} You enter the engine room, what do you do next?

{1.3.1} LOOK (at)

{1.3.2} MOVE

{1.3.3} INSPECT

{1.3.4} TAKE

{1.3.5} DROP

{1.3.6} USE (with)

{1.3.1} LOOK - (the “correct” action) “You see steel walls, a large glowing engine, a bolt on the floor, (a piece of wire on the ground, and an exposed wire throwing sparks) [[-> 1.3b]]

{1.3.2} MOVE - “You return to the cockpit” [[-> {1.2}]]

{1.3.3} INSPECT - “Before you inspect anything closely, you should “look” at the big picture to determine a game plan.”

{1.3.4} TAKE - “You haven’t searched for anything to take! Try looking around.”

{1.3.5} DROP - “You don’t have anything to drop!”

{1.3.6} USE - “You don’t have anything to use!”

{1.3b} What next?

{1.3.1} LOOK/ {1.3.2}MOVE - [[same as 1.3]]

{1.3b.3} INSPECT -

{1.3b.1.1} Steel walls - The cool walls look to directly contrast with the glowing engine, which used to be the same color.

{1.3b.1.2} Engine - The engine’s covering is made of steel plates - one plate is hanging slightly askew, with the underlying capacitor no longer making a connection. You see a small hole in the engine plate [for use with object: engine, bolt]

{1.3b.1.3} Bolt - It looks like a bolt, though much larger than the ones rolling around in the spare space parts drawer.

{1.3b.1.4} Wire - It looks like a loose wire, but it is not red or black, so there’s no worries about whether it should be cut.

{1.3b.1.5} Exposed wire - The exposed wire is spewing sparks all around. It may be dangerous, but it would probably make a great

{1.3b.4} TAKE - [Take what? ->parameter]

{1.3b.4.1} The bolt [‘Correct’ action] [[->1.4]]

You took the bolt! It is small and made of the same steel as the engine.

{1.3b.4.2} The piece of wire [‘Incorrect’ action] [[-> 1.5]]

You took the wire -- it looks conducive to conductive behavior.

{1.3b.5} DROP - “You don’t have anything to drop!”

{1.3b.6} USE - “You don’t have anything to use!”

{1.4} - Holding bolt [still in engine room]

{1.3.1} LOOK/{1.3.2} MOVE/{1.3b.3} Inspect - [same as 1.3/1.3b]

{1.4.4} TAKE - You can’t take that, as your hands are full with the {{wire/bolt}}

{1.4.5} DROP - You drop the bolt and hear it clatter to the floor.

{1.4.6} USE {{bolt}} (with) [other LOOK items]

{1.4.6.1} Steel Walls - You scrape a faint line on the wall, marking your first day of isolation.

{1.4.6.2} [‘Correct’] Engine - You thread the bolt through the panel and into the empty hole in the engine plate, which appears to have restored the capacitor’s default configuration. You hear the familiar hum of the ion engines starting up, and the engine’s glow slowly dissipates as the built up energy is no longer encountering the connectivity issue. It may still need some additional tuning, as it doesn’t seem as responsive as your previous testing, but it should be able to get you back to your home world.

{1.4.6.3} Exposed Wire - You’re not sure how to bolt in the wires.

{1.5} - [Holding wire; still in engine room]

{1.3.1} LOOK/{1.3.2} MOVE/{1.3.3} INSPECT [still 1.3 actions]

{1.5.4} TAKE - You can’t take that, as your hands are full with the {{wire/bolt}}

{1.5.5} DROP - You drop the wire.

{1.5.6} USE {{wire}} (with)

{1.5.6.1} Steel Walls - You can’t seem to do anything using the wire with the walls.

{1.5.6.2} You try using the wire to tie the askew engine plate back to the rest of the engine, but it doesn’t seem to have changed things up much. You untie the wire again and consider what other variables are present. [result: still holding wire]

{1.5.6.3} Exposed Wire - You try connecting the wires, and an arc of energy shoots back towards you! Your eyebrows are singed and you may need to visit the infirmary at some point, but after inspecting yourself you are pleased to determine that you have only lost one hit point. You decide to leave the wire where it’s at until you can complete an additional training module. [result: no longer holding wire; -1 hp]

{1.6} [What next?]

{1.6.1} LOOK - “With the engine fixed, you look around the room and see only the sparking wires. It looks like it has the potential to turn into a fire at some point, but it’s getting late and it should be fine until tomorrow.”

{1.6.2} MOVE - You walk back to the cockpit

{1.6.3} INSPECT - [?]

{1.6.4} TAKE - You don’t see anything to take (unless you haven’t used the wire yet; in which case: “You pick up the wire”)

{1.6.5} DROP - You don’t have anything to drop (unless you picked up the wire after using the bolt; in which case: “You drop the wire.”)

{1.6.6} USE [same as remaining actions from 1.5.6]

[end goal: go back to cockpit, use flight console, select option to fly home]

Objects in cockpit: flight console, viewport, etc.

Viewport: You’re currently in [variable: presently “the void of space”]. Everything else looks out of scope.

# Mission 2: Onboarding