# Starfall Text Game Design

## Storyboard (Description and Map)

You wake up after falling into an old mine shaft. Between you and freedom stands a powerful witch. You need to find a way to protect yourself from her magic and a way to defeat her before you can be free. You will have to search the depths of her lair and find items to help you on your journey. You will need a bone knife from the Hall of Sacrifice to be able to pierce her heart, a hydrangea from the Garden of Memories to ward off her curses, a talisman from the Witch’s room to protect you from negative energy, a magic mirror from the Graveyard to reflect her spells back to her, black salt from the Stone Cavern to cleanse the space after she is gone, and fairy water from the Wishing Well to bring you luck in the battle. Here is a map of the Witch’s Lair and items to help navigate your quest

East

Graveyard

Item: Magic Mirror

South

North

West

East

Witch’s Hut

WITCH!

Witch’s Room

Item: Talisman

Stone Cavern

Item: Black Salt

Old Mine Shaft

Start

West

Garden of Memories

Item: Hydrangea

East

North

South

North

East

West

West

East

Wishing Well

Item: Fairy Water

South

Hall of Sacrifice

Item: Bone Knife

North

South

West

## Go between Rooms:

Create Dict of rooms & items:

Rooms = {

‘Old Mine Shaft’ : {

‘name’ : ‘Old mine shaft’,

‘west’ : ‘Graveyard’,

‘south’ : ‘Hall of Sacrifice’,

‘text’ : ‘ It’s dark and cold. To the West you can hear soft moans.

To the South you can smell a hint of iron.’},

‘Graveyard’ : {

‘name’ : ‘Graveyard’,

‘east’ : ‘Old Mine Shaft’,

‘south’ : ‘Witch’s Room’,

‘item’ : [Magic Mirror],

‘text’ : ‘ You see tombstones and wild weeds all around you.

The smell of wet dirt fills your senses.

Shadowy figures walk around the place, one turns to you.

They point towards an older grave.

Laying on the grave is an intricate mirror.

To the East is a cold draft.

To the South is the smell of spices and herbs.’}

‘Witch’s Room’ : {

‘name’ : ‘Witch’s Room’,

‘east’ : ‘Witch’s Hut’ ,

‘south’ : ‘Garden of Memories’,

‘item’ : [Talisman],

‘text’ : ‘ You walk into a small room. In the center a pot boils with a bubbling green goo.

Herbs and bones hang from the ceiling.

Near the small stack of cloth in the corner you see a small talisman.

To the South you can smell the strong scent of dirt and flowers.

To the North you can hear soft moans.

To the East you can feel a warm breeze and hear the sound of clicking.’}

‘Garden of Memories’ : {

‘name’ : ‘Garden of Memories’,

‘east’ : ‘Stone Cavern’ ,

‘north’ : ‘Witch’s Room’,

‘item’ : [Hydrangea],

‘text’ : ‘ You walk into an overrun garden surrounded by high jagged stone walls.

Above you the full moon shines brightly.

The smell of flowers surrounds you.

You see a small brilliantly blue flower glowing in the moonlight.

To the East you can hear the wind blowing.

To the North is the smell of spices and herbs.’}

‘Stone Cavern’ : {

‘name’ : ‘Stone Cavern’,

‘east’ : ‘Wishing Well’ ,

‘north’ : ‘Witch’s Hut’

‘west’ : ‘Garden of Memories’,

‘item’ : [Black Salt],

‘text’ : ‘ The walls are made of stone and in the light you can see the shimmer of gems .

Laying in a corner within a circle scratched into the ground sits a skeletal figure.

In the decayed hand sits a small bowl of black salt.

To the East you can hear running water.

To the North you can feel a warm breeze and hear the sound of clicking.

To the West you can smell the strong scent of dirt and flowers.’}

‘Wishing Well’ : {

‘name’ : ‘Wishing Well’,

‘west’ : ‘Stone Cavern’,

‘item’ : [Fairy Water],

‘text’ : ‘ Water rushes through the room.

Little lights shimmer and float by slowly.

One light comes closer and dance slowly around a glass vile.

To the West you can hear the wind blowing.’}

‘Hall of Sacrifice’ : {

‘name’ : ‘Hall of Sacrifice’,

‘east’ : ‘Witch’s Hut’ ,

‘north’ : ‘Old Mine Shaft’,

‘item’ : [Bone Knife],

‘text’ : ‘ You find yourself inside of a dimly lite hall.

In the center is a stone slab.

As you get closer you can see the dark red stained into the stone.

A sharpened bone lies on the edge.

To the West you can feel a warm breeze and hear the sound of clicking.

To the North is a cold draft.’}

‘Witch’s Hut’ : {

‘name’ : ‘Witch’s Hut’,

‘east’ : ‘Witch’s Room’ ,

‘south’ : ‘Stone Cavern’,

‘west’ : ‘Hall of Sacrifice’,

‘text’ : ‘ The heat hits you quickly.

There in the center of the room stands a black shadowy figure.}

Create List for Directions

Create List for items

Establish current room value

Establish a While loop to run if the game is open.

Print current room location

Print text for room from Dict

If the room has an item show item.

Allow for pickup of item.

User input for direction the player wants to go in.

If direction is available for that room allow movement to next room

Update value of current room.

Else If direction is not available

Print That direction is not available.

Request another input

**Get an Item:**

If current room has an item

Print Do you grab ‘item’

Print Prompt User input to ‘Get Item’

If item is in current room

Player items list . append [item]

Else If item is not in current room

‘Item’ is not here