March Hear in Wonderland: searching for a tea.

**Plot:** March Hear with his bruddas are going to have a tea party. Kettle is broken. Hear needs to fix it and find everything for this party.

Main goal is to invite everyone for a tea party and be prepared for it.

1. Invite Hatter.
2. Invite White Rabbit.
3. Invite Jack of Diamonds.
4. Invite Caterpillar.
5. Fix Kettle.
6. Find some tea.

Characters:

You must portray a minimum of five (5) characters from the book.

**March Hear** (player).

**Hatter** (npc) – wants bread and butter for a tea party.

“I want some bread and butter, otherwise I wouldn’t drink tea with you”.

**White Rabbit** (npc); - likes pies, may be invited to a party (in case you have pies).

**Jack of Hearts** – likes pretzels.

**Caterpillar** – likes to smoke, tobacco is needed.

“Uh, I like to smoke, do you have some?”

Items:

You must have a minimum of 12 items for the main character to interact with, which should be taken from the book.

1. Bread (for Hatter).
2. Butter (for Hatter).
3. Pie (for White Rabbit).
4. Pretzels (for Jack of Diamonds).
5. Tobacco (for Caterpillar).
6. Working Kettle to boil water for tea.
7. Tea to drink it.

Locations:

Your game can contain any reasonable number of locations (rooms), with a minimum of five (5).

Locations should have a minimum of one entrance and one exit (not the same), but at least one room must have more than three (3) exits.

Cloudy Mountains

Rabbit’s House

Castle

Garden

Forest

Hear’s House

Mushroom

Swamps

1. Hears house (starting point, safe room).
2. Forest.
3. Mushroom. Characters: Caterpillar.
4. Garden. Characters: Hatter.
5. Castle. Characters: Jack of Hearts.
6. Rabbit’s House. Characters: White Rabbit.
7. Cloudy Mountains.
8. Swamps.