

IT 140 Design Document Template

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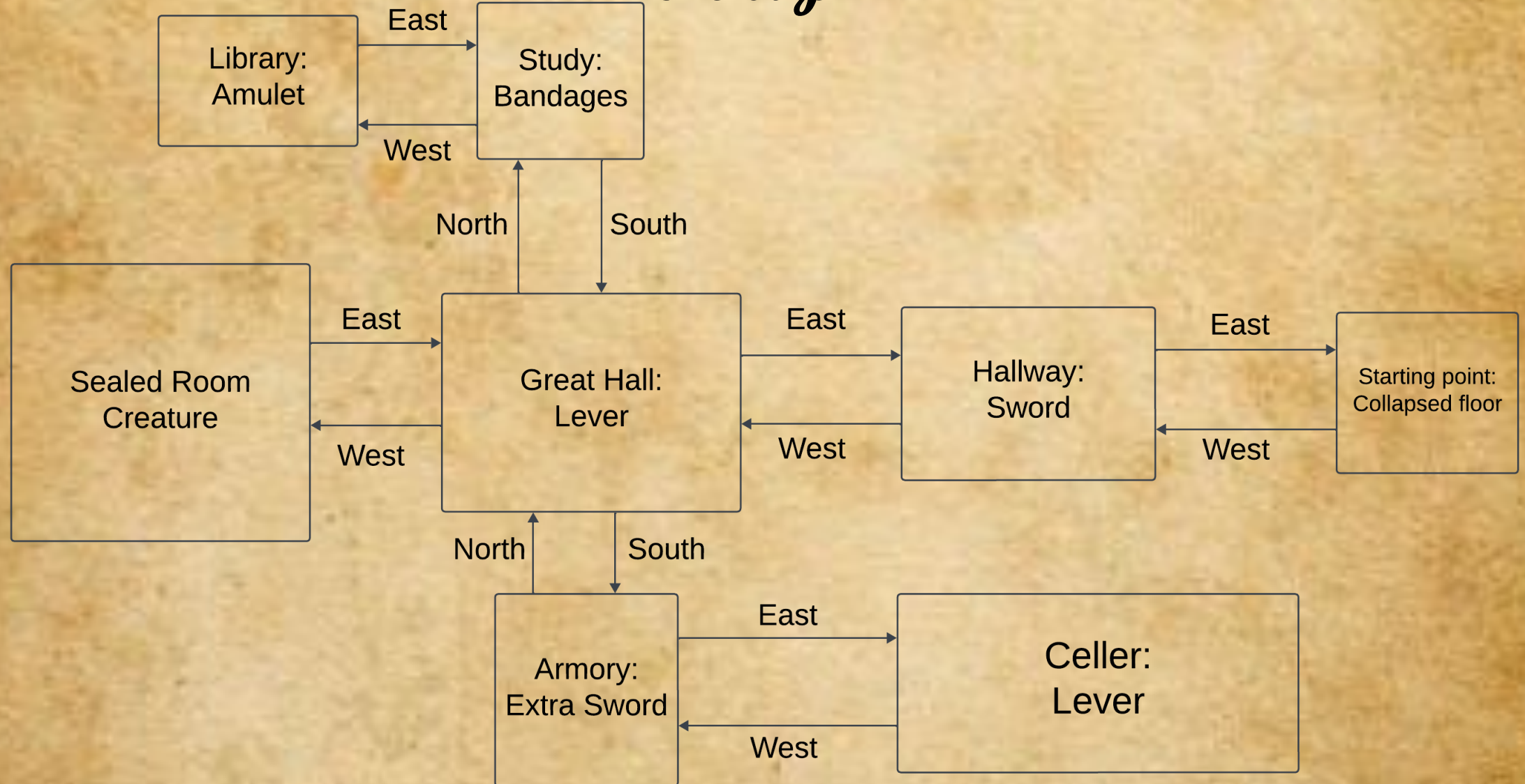
Storyboard

The background image is a dark, atmospheric scene of a castle interior. It features several large, ornate stone pillars with intricate carvings. In the center, there is a series of three arched alcoves, each containing a small, pointed stone structure. A single torch is visible at the bottom center, casting a warm, orange glow. The overall lighting is dim, with the torch providing the primary light source.

You are a Lykaios knight locked in a desperate battle with an ancient free magic creature that has invaded the Grey Castle. During your fight, the floor beneath you crumbled from the creature's magic, plunging you into the castle's lower levels. The creature managed to escape following the chaos behind a sealed door, leaving you wounded and weaponless. One of your swords lost, and the other shattered.

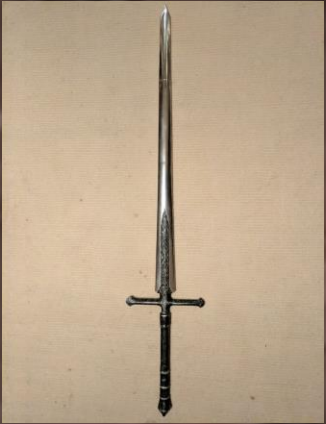
To fulfill your duty and defeat creatures before it causes more harm, explore the castle's lower levels. Your mission is to find replacements for your weapons, bandages to treat your wounds, and an enchanted amulet to protect you from the creature's fiery attacks. Afterwards, locate the levers to unlock the great hall door where your final showdown awaits. Time is running out. Complete your duty as you use the map to help you navigate.

Map



Items

Sword



Bandages



Amulet



Lever



Sword



Lever

