

Encounter Framework

IAT 499



Overview

On the overworld we need a framework for what kinds of interactions the overworld encounters can entail. This will be a brief overview of what an encounter could contain with a few example encounters at the end.

700 Encounter Number

Each encounter should have a unique ID number so that the generator and other encounters can reference them.



Biomes

Every encounter needs an associated Biome(s) (ie: forest, hills, swamp, caves, etc.). Encounters within each biome should be thematically and sometimes mechanically related to one another. An example of mechanical relations between biome encounters would be that poisonous enemies only occur in swamp biomes, or other similar gameplay effects.



Unique

Encounters should all be flagged with whether they are unique or not. What this means is that once encountered in a playthrough, that encounter will no longer be possible to find for the rest of that playthrough. This is important to note as we don't want the player to stumble across the same hurt hunter 5 times in a playthrough, but it might be reasonable to be attacked by bandits/goblins or have to traverse some difficult terrain more than once.

Best case scenario is we have no repeat encounters ever in a run, however, that may not be possible in our timeframe and some repetition may be necessary.



Triggers

Some encounters may require a previous trigger in order for them to be generated on the map. For example, you may find a wandering traveller in a forest early on, and then come upon their corpse later if you chose not to help them. Triggers should be specified by either the encounter that was required, or by any special

game states that are needed to spawn an encounter (ie: HP < 5, possessing a certain artifact or Bond Level 2-4).

Intro Text

This is the text that is initially displayed when a player enters an encounter.

Image Description

A brief description of the accompanying image. Can also just be 'Default Woods' or 'Default Swamp'. Or if you want to use an image from another encounter simply reference that encounter number.

Choices

Each encounter should have some sort of choice the player needs to make. Each choice has three components.

Choice Text: What the choice will display to the player (ie: kick the imp). If any random chance is involved in the choice it should be shown here (ie: Steal the locket, *45% chance of success*).

Cost: What it will cost to take the action (ie: -1 Ration). This can be nothing.

Outcome: What is the result of the choice. This can be rewards, combat, as well as new branches of choices.



Example Encounters

A Red Robe

ID: EX-1 (Should just be a number for real encounters)

Unique: Yes

Biome: Ruins

Triggers: None

Image Description: A close up of an ornate serrated dagger resting in a relaxed grey-skinned hand. The wrist is covered in a red clothed robe.

Intro Text

A ghostly figure draped in cascading red robes approaches you from the darkness of a ruined temple. It extends an ornate serrated blade towards you both within its gray and jagged hand. A voice whispers gently into your mind: "Your scarlet form is the key to power".

Choices

1. Accept its offer. (Cost: -5 HP to both characters)

Outcome: You take the blade and cut it across your palms. The blood is absorbed immediately into the teeth of the steel as you feel pain shock through your bodies. But afterwards something feels... different. (*All damage output increased by 1*)

2. Refuse.

Outcome: You hear the voice again: "Very well..." as the figure clasps its hand and shifts back into the darkness. (End Encounter)

Trickster at the Bridge

ID: EX-2 (Should just be a number for real encounters)

Unique: Yes

Biome: Plains

Triggers: None

Image Description: A jester standing by the edge of a rope bridge across a canyon

Intro Text

A court jester stands in your path before a rickety rope bridge.
"Pick your poison, traveller!"

Choices

1. Answer a riddle.

Outcome: Go to subchoice A

2. Attempt a game of Skill ($20 \times \text{Bond Level\%}$ chance)

Outcome (Success): Working together you both knock down 10 tins of food, pop 25 balloons, and achieve 37 points in skeeball. The court jester is astounded gives you a prize and lets you pass. (End Encounter, +10 Gold).

Outcome (Fail): "You are completely inept and do not deserve this bridge!". Initiate Combat with Court Jester.

3. Attack the Jester

Outcome: You have no time for pithy games. Initiate combat with court jester.

Sub Choices

A. "Ah! A person of intellect I see! What has 5 legs, 4 eyes, 3 fingers, 2 fins, and loves a good joke?"

A1. You? (33% Chance Success)

Outcome (Success): "Yes Of Course! You may pass, and have an oatmeal for your troubles!" (End Encounter, +2 Rations).

Outcome (Fail): "You Fool, you don't deserve to cross this bridge!" (Initiate combat with court jester)

A2. A shark? (33% Chance Success)

Outcome (Success): "Yes Of Course! You may pass, and have an oatmeal for your troubles!" (End Encounter, +2 Rations).

Outcome (Fail): "You Fool, you don't deserve to cross this bridge!" (Initiate combat with court jester)

A3. A mid morning oatmeal? (33% Chance Success)

Outcome (Success): "Yes Of Course! You may pass, and have an oatmeal for your troubles!" (End Encounter, +2 Rations).

Outcome (Fail): "You Fool, you don't deserve to cross this bridge!" (Initiate combat with court jester)