

1. Title: Knight's Quest: The Princess Rescue

2. Genre:

- Text Adventure
- Puzzle

3. Core Concept:

- Play as a noble knight as he rushes to save the princess from the clutches of the Evil Sorcerer Trogdor. Discover the secrets of his castle through a text based adventure and save the princess.

4. Gameplay Loop:

1. Game will describe the scene to the player and give options for actions.
2. Player can type in an option such as "go north", "get flask", or "use key"
3. Game will then describe the reaction to the player's option by displaying a new scene or describing what happens. If the player doesn't provide a valid option, it will prompt action again.

5. Mechanics:

- Character creation
 - Attributes (subject to change upon playtesting)
 - Ranged Attack - ranger with bow
 - 3 hp
 - Melee: 2
 - Shield: 3
 - Bow: 5
 - Attack - Knight with a sword
 - 4 hp
 - Melee: 5
 - Shield: 1
 - Bow: 3
 - Defense - Mace and shield
 - 5 hp
 - Melee: 3
 - Shield: 5
 - Bow: 0
 - Standard actions
 - go/move
 - With direction

- get/grab/take
 - With item
- Use
 - With item
- Look
 - With room, item, or direction
- Combat
 - Combat rolls random 1-10
 - Adds attribute if wins the “rock/paper/scissors”
 - Attack
 - Beats Throw/Spell/Ranged attack
 - Block
 - Beats attack
 - Throw/Spell/Ranged attack
 - Beats block
 - Use item
 - Would display inventory and player could select item.
 - Inventory would have healing items and throwable items
 - Losing character takes 1 damage

6. Win/Lose Conditions

- Win: Defeat the big boss on the roof and save the princess
- Lose: If you run out of hp you restart from the beginning

7. Setting/Narrative (Optional):

- Dark crumbling castle.
- You are a knight trying to save a princess from an evil sorcerer in a castle.

8. Progression:

- There are three different floors: floor one, floor two, and basement / dungeon
- The first floor has four rooms, the second floor has two rooms and a roof area, and the basement / dungeon is one big room with cells.
- No player levels, items will help the player progress
- Have to solve puzzles and find keys to progress

9. User Interface Considerations:

- Everything will be text based.
- The description of the environment will also display actions available
- Player health will be displayed
 - [■■■■] = 3/4 health

10. "Stretch Goals" (If Time Allows):

- Add more combat throughout the castle
- Character creation
 - Custom
 - Cosmetic
- Ascii art for the room
- More in-depth turn-based combat