

The Quest of Eldoria: A Short Adventure
Text-Based Game

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GAME OVERVIEW

Description

The “Quest of Eldoria” is a short text-based adventure game where the player’s choices will shape the game’s story. The name “Eldoria” is the world that players must save through quests. The player’s quest will start in the peaceful village of Whisperwind where the player is tasked to recover a relic from a rogue sorcerer. Throughout the journey, the player will encounter different decisions such as whether to negotiate, fight, or use stealth to retrieve a certain object. After the mission is completed the fate of Eldoria is now in the player’s hands, there will be different choices of decisions on what to do once the player has completed the quest and each choice leads to different outcomes, making every playthrough unique.

Player’s Objective

The players embark on a quest to save the world “Eldoria”. As the player is tasked with different quests the player will encounter multiple decision making throughout the game as the player continues to find what can save Eldoria. Each decision has a different outcome so the decisions that the player will be making will lead the player either through a good or bad outcome.

Theme & Inspiration

The central theme of “The Quest of Eldoria” revolves around adventure and exploration. The Players embark on a heroic quest to save Eldoria. We drew inspiration from various adventure stories, and RPGs (Role-playing games). Blending fantasy and strategy, mythical quest, and an old game mechanics to create this gameplay where every decision that the player chooses will change the world and the future.

Target Audience

The target audience of the game would be the people who like playing games such as Dungeons and Dragons, Visual Novels, and other story-based games. Since the Quest of Eldoria is a text-based game, it would also be suitable for an audience who can read and comprehend the texts shown, making it less suitable for younger children aged 6 and below who may struggle in reading and understanding a narrative.

GAME FEATURES

This is a text adventure game, based on Dungeons and Dragons story, where you make choices that can determine what happens in this story. You are going to be an adventurer brave enough to bring balance to the kingdom of Eldoria. This game advances through scenarios where you must choose actions like solving puzzles and participating in battles. Every choice will impact the game from relationships with the story up to the outcome of the game concerning the realm.

GAME INSTRUCTIONS

Starting the Game

To play this text adventure game, you need to progress through the story by making some choices that are presented to you at every stage that we put on our game. When a scenario or questions appears, you will see numbered options or commands, for example [1], [2]. To make your choice appear you just need to simply type the corresponding number or command and then press Enter. Each of your choices will evolve the outcome of the game, so think carefully about making the right decisions.

Controls & Commands

The game is controlled by just typing the number corresponding to the choice you want to put such as [1] or [2] etc. And pressing the Enter button will make the input affect the outcomes of the game, so choose wisely to guide your adventure.

Rules

The rules of this game your choices will impact the status of your character and the story, where positive actions give you points, and negative ones incur penalties. The game has multiple possible endings depending on your choices, which the game can encourage you to replay and explore different paths.

Gameplay Demo

Title: The Quest of Eldoria (Short Adventure)

Level 1: The Village of Whisperwind

Objective: Set up the story and introduce the player to the quest.

Text Description:

"You are in Whisperwind, a peaceful village on the edge of Eldoria. A hooded figure approaches you in the bustling marketplace. They reveal that an ancient relic has been stolen by a rogue sorcerer and beg for your help to retrieve it."

Choices:

1. Accept the quest and travel to the Dark Forest.
2. Decline the quest and remain in the village.

Outcome:

- Choosing (1) moves the story forward to Level 2.
- Choosing (2) leads to a minor side quest in the village or ends the story abruptly with a "game over."

Level 2: The Sorcerer's Tower

Objective: Resolve the conflict and complete the game.

Text Description:

"You arrive at the Sorcerer's Tower after braving the forest. The air crackles with magic. Inside, the sorcerer confronts you, the relic glowing ominously in their hands."

Choices:

1. Negotiate with the sorcerer.
2. Engage in battle to retrieve the relic.
3. Attempt to steal the relic using stealth.

Outcome:

- Negotiation: If successful, the sorcerer explains their motives, leading to a peaceful resolution.
- Battle: A fight ensues. Winning earns you the relic but at great cost. Losing ends the game.
- Stealth: You retrieve the relic unnoticed, but your actions have unforeseen consequences later.

Ending

If you succeed in obtaining the relic, you return to Whisperwind.

Player's Final Choice:

1. Use the relic to restore **peace** to Eldoria.
2. Keep the relic **for personal gain**.
3. Destroy the relic to end **its influence forever**.

Ending Variations:

- The outcome depends on your choices during Level 2 and how you use the relic.

SCORING SYSTEM EXPLANATION

The scoring system of this game is hidden as it only tracks the player's decision and progress throughout the gameplay. While the scoring system is not fully visible, they influence the outcomes and ending of the game making the players strategize and think carefully about what choices they will make.