**Anura - The Pink Frog**

Overview:

* The game is a text-based adventure where the player takes on the role of a pink frog named Freg and experiences the journey of growing up from a tadpole to a fully-grown frog. Freg faces physical appearance challenges, such as being pink and having a purple tongue.
* The game aims to be both educational and entertaining, with links to Wikipedia providing information about frogs and other animals in the frog’s environment.

Gameplay Mechanics:

Food:

* The player can choose from edible and inedible food options for Freg, including insects, fish eggs, algae, and veggies.
* A timer will be implemented for starvation, where Freg must eat within 5 minutes to maintain health. Otherwise, health will start decreasing.
* Food Energy Index:
  + Insects + 20
  + Fish eggs + 30
  + Algae + 10
  + Veggies + 25
  + Frogs + 25
  + Plastic Cap -30

Predators:

* Freg will encounter various predators such as fish (bass), crows, and snakes. The player needs to be cautious and avoid them to stay alive.
* Predator attack index:
  + Bass (-10)
  + Snakes (-20)
  + Crows (-50)
  + Fish (-20)

Evolution:

* The game will have different stages of Freg's life: Tadpole, Froglet, and Frog.
* Each stage will introduce new abilities, such as swimming, jumping, and calling for noise.

Stages of the Game:

Stage One: Pond (Tadpole):

* The player starts as a tadpole in a pond, learning to swim and find food.

Stage Two: Stream (Froglet with legs/tail):

* The tadpole grows into a froglet, developing legs and a tail for swimming and jumping.
* The player continues to explore and face new challenges in the stream environment.

Stage Three: Lake (Frog - destination, mate found here):

* Freg matures into an adult and reaches the lake, where it can find a mate.
* The player's objective is to find a suitable mate and lay eggs near the vegetation.

Final Stage: Lake near a dock (Frog mating):

* The player will engage in a humorous frog dating simulator, trying to impress potential mates.
* There will be obstacles, such as a crow nearby, adding excitement to the mating process.

Dialogue and Interactions:

* Freg will interact with other frogs and tadpoles in the game, each with unique and personable dialogues, adding charm and character to the story.
* Players can interact with other characters, form friendships, or encounter challenges.

Friendly Characters:

* Giraffes (Tallulah), deer (Buckley), scorpion (Sting), dragonfly (Aurelia)

Educational Aspect:

* The game will include links to Wikipedia articles, providing educational information about frogs and their ecosystem.
* Players can learn about different frog species, habitats, and the food chain in a fun and interactive way.

User Interface:

* The game will be text-based, with players interacting through text commands and choices.
* The game will prompt the player for actions and display outcomes based on their decisions.
* Typing "HELP" can offer hints of what to type.

Visuals and Audio:

* The game may include simple ASCII art or visual representations to enhance the storytelling.
* Audio cues, such as frog sounds and background music, can be used to immerse players in the environment. (Stretch goal)

Progression and Saving:

* The game will allow players to save their progress and continue Freg's journey later. (Stretch goal)
* Each stage's completion will unlock new abilities and challenges for the next stage.
* Players can quit the game at any time.

Map:

* Pond – freshwater - near a dock - calm, safe, home.
* Trail – Path to stream, most of journey.
* Wetland’s -Where the deer’s are hanging out
* Empty Lot (grass land) – Nothing here just grass but a tricky and deceiving turtle name triton is there, and the turtle is hungry.
* Lake – mating site
* Dock – lush vegetation (tall grasses, water lilies, and overhanging trees that offer shade for protection). Could include a log from a fallen tree (food here would be insects).
* Stream -

Inventory (backpack):

* Food
* Trash – shiny bead – Most value – needed for survival.
* Leaf – camouflage –

Game Dialogues:

**Freg's Interaction with Giraffe (Tallulah):**

*Tallulah: "Hey there, Freg! It looks like you're a bit lost. How can I help you?"*

*Freg: "Oh, Tallulah! I took a wrong turn and ended up in this tall grass. I can't see the lake from here."*

*Tallulah: "No worries, Freg! I'll use my long neck to see from above and guide you. There's the lake, just follow the stream to get there safely."*

*Freg: "Thank you, Tallulah! You're a lifesaver!"*

**Freg's Interaction with Deer (Buckley) at the Wetlands:**

*Buckley: "Hey, Freg! Be careful, you made a wrong turn. This is the Wetlands, and there's a snake lurking nearby."*

*Freg: "Oh no, a snake? Thanks for the warning, Buckley. I'll change direction and head back to the stream."*

*Buckley: "Good call, Freg. Stay safe out there!"*

**Freg's Interaction with Scorpion (Sting):**

*Sting: "Hey, Freg! Be careful near the dock. There's a hungry crow (Onyx) flying around that log."*

*Freg: "Thanks for the heads up, Sting! I'll be cautious and try to avoid the crow."* *Sting: "Stay sharp, Freg! Crows can be tricky predators."*

**Freg's Interaction with Tricky Turtle (Triton):**

*Triton: "Well, well, well, what do we have here? A lost little frog named Freg. You look tasty!"*

*Freg: "Uh-oh, who are you?"*

*Triton: "Oh, just a harmless turtle passing by. I couldn't help but notice you're far from home. How about I show you the way?"*

*Freg: "Hmm, that's kind of you, but I think I'll find my way on my own."*

*Triton: "Oh, come on! I know the quickest route to the lake. Just follow me, and we'll get there in no time."*

*Freg: "Thanks, but I'd rather not take any chances. I'll stick to my instincts."*

*Triton: "Suit yourself, little frog. But you'll miss out on the tastiest bugs near the lake."*

*Freg: "I'm not falling for your tricks! Goodbye, Triton!"*

[Freg quickly hops away, avoiding the tricky turtle's deceitful plan.]

**Freg's Interaction with Wise Toad (Winston):**

Winston: "Greetings, young Freg. I've been observing your journey, and I must say, you show promise."

Freg: "Thank you, Wise Toad. I'm trying my best to navigate through this world."

Winston: "Indeed, it's not an easy journey for a young frog like yourself. But fear not, for I am here to offer you some advice."

Freg: "I'd be grateful for any guidance you can provide, Wise Toad."

Winston: "First and foremost, always trust your instincts. They will lead you in the right direction and keep you safe from harm."

Freg: "That's great advice. I'll remember to listen to my instincts."

Winston: "Furthermore, be cautious of predators like the bass, snakes, and crows. They may be stronger, but you are nimble and quick. Use your agility to outsmart them."

Freg: "I'll be on the lookout and stay alert to avoid any dangerous encounters."

Winston: "Excellent. And remember, food is crucial for your survival. Choose wisely from the options available to you, and don't let hunger weaken you."

Freg: "I'll make sure to keep myself well-fed and energized."

Winston: "Lastly, believe in yourself, Freg. You are unique, being pink with a purple tongue. Embrace your individuality, for it makes you special."

Freg: "Thank you, Wise Toad. Your words inspire me to be confident in who I am."

Winston: "You're most welcome, young one. Now, continue your journey with courage and determination. May your path be filled with success and learning."

Freg: "I won't forget your guidance. Farewell, Wise Toad!"

Winston: "Farewell, Freg. May the wisdom of the swamp guide you. OH, and by the way, I have something that could help you on your journey, is a backpack, it’ll help you collect items that you might need on your journey"

Freg: “Thanks again Winston”

Winston: “Farewell Freg”

[Freg continues his journey, feeling encouraged and wiser from the words of the Wisdom Toad]