

The Quest for The Object

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(This is a Game Design Document for the CS121 final project)

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Characters

Knight <username>

The player of the game is assigned the role of the main character, Knight <username>. This character is one of great valor and wisdom, being raised within The Quigley Kingdom, and the second hand man to King John since he was a youth. This knight is super healthy and begins each of his journeys with 100 health points, and his great sword that deals 12-17 damage. He also has his trusty armor which gives him protection from magic spells. The knight is set on a quest to retrieve the stolen Object. Will he be able to prevail in his quest or will he succumb to the challenges that await him? That is what we must find out.



(This image was created with the assistance of DALL·E 3)

Meijer the Mystic

The main villain of the game is the Wizard of Mount Galdr, his name is Meijer the Mystic. Kind of a strange name for a wizard but I digress. Legend says that he appeared in the mountain tops one night casting spells while King John was away from the kingdom. These spells caused some of the common folk to turn into ghouls and trolls who have since disappeared from the kingdom. The wizard is dressed in all black with some of his robes showing hints of blue. He wears a long hat that seems to stick to his head almost magically and has a beard that goes down to his feet. Meijer the Mystic has one goal and that is to attain The Object and rule over all of the valley, especially Quigley Kingdom. The wizard spell attacks deal 75 damage, and his staff attack deals 9-12 damage.



(This image was created with the assistance of DALL-E 3)

The Ghoul

One of the first defects of Meijer the Mystics' wrath, he used to be a kind fellow who went by the name of Jimothy. He has since been labeled as "The Ghoul" and for obvious reasons. What was once fair and normal became rotten and decayed. The Ghouls face became droopy, his voice scratchy and difficult to bear, and fingers long and sharp like that of daggers. Adapting to his new home in the cave, The Ghoul uses the darkness to his advantage to take out any adventurer who dares to come down into his dungeon. His claw attack deals 7-9 damage, regardless of the armor one might be wearing.



(This image was created with the assistance of DALL-E 3)

The Troll

In the Quigley Kingdom, there once was a bustling tavern owned by a man named Richard. He was a big fellow that knew many songs and could provide a fine time for many of the town folk. He, like Jimothy, was unfortunate enough to be a recipient of Meijer the Mystics' wrath. His skin turned green with a hint of purple and orange. His feet grew bigger and back came down to a hunch. His ears grew long and his teeth stuck out. Nicknamed "The Troll", he ran away to the Whispering Willows outside of Quigley Kingdom. It is there that the wind taught him riddles which only he can hear. He uses these riddles to torment travelers trying to make it to the Kingdom. Anyone who is caught in his riddles must be quick on their feet for the punishment could be death.



(This image was created with the assistance of DALL·E 3)

King John

The King of Quigley Kingdom. King John is beloved by the people. King John has battled many times with Meijer the Mystic and has once even defeated Meijer during his havoc. King John was about to capture him before Meijer vanished, never to be seen again, but the Quigley Kingdom knows that it won't be long until Meijer attacks again. King John had lost his queen to the terrors of Meijer and seeks to one day get justice, not only for her sake, but for the sake of his kingdom.



(This image was created with the assistance of DALL·E 3)

Setting

The game is set in the Quigley Kingdom where one night there is panic within the walls of the kingdom. In the morning it is discovered that Meijer the Mystic had breached the walls and stolen The Object. No one knows the true powers of The Object but legend says that if they were to be possessed, the user would become powerful enough to take over all of the land. The player is tasked by King John to go on a quest of figuring out where The Object may have gone. Some say that Meijer might have gone into the Whispering Willows, others say he made his way down into the depths of The Ghouls Dungeon. It is up to the player to seek out the wizard and help restore peace to the kingdom.

Quigley Kingdom

This is the beginning of the players adventure and where they are prompted to go on their quest. Thunder booms in the background and the wind blows strong. The player is sound asleep within the walls of the castle, then out of nowhere there is the sound of something crashing and breaking. Somebody screams in the distance. The player is prompted to go and investigate the sound. If the player does investigate, they discover King John knocked over on the floor and The Object missing. Quickly you look for others that can assist you but when you return King John has stirred back to consciousness and tells you all that happened. Meijer the Mystic attacked the castle in the night and stole The Object. The knight quickly goes to put on their armor but the King stops them and says to wait till morning. If the player were to choose to go back to sleep, they would awake in the morning and be informed of what had happened.

Morning comes and there is a counsel held by the King. He tasks the player to go out into the land and see if they are able to find The Object before Meijer the Mystic is able to harness its power. The King tells the knight that the towns folk had seen Meijer the Mystic flee into the Whispering Willows, others

had seen him go toward the dungeon of The Ghoul. The player is prompted to choose where they are to investigate.

Whispering Willows

As the knight enters the Whispering Willows, they feel a cool breeze sifting through their armor. Something doesn't feel right and a fog rolls in around them. Then up from the river, The Troll appears. He jumps up singing a song,

*As the cool fog rolls,
A traveler comes marching,
Is he scared of trolls,
Or will he come charging,
Oh, Do not hurt thee!
I only want to a game,
Answer these riddles three,
And I will send you on your way!*

The knight quickly draws back and accepts to play the game of The Troll. The Knight must get the three riddles right and for each time that they get one wrong, they lose 10 health points due to the sting of the Whispers in the Willows. In between riddles, the player will be prompted to use a health potion if needed.

Riddle 1:

*I have roots that nobody sees,
I am taller than the trees,
Up, Up I go,
But I never grow.
What am I?*

Choices: A Giant, A Dragon, A Mountain, A Beanstalk. Answer: A Mountain

Riddle 2:

The more you take, the more you leave behind.

What am I?

Choices: A Shadow, A coin, Footsteps, Time. Answer: Footsteps.

Riddle 3:

I speak without a mouth and hear without ears.

I have no body but come alive with wind.

What am I?

Choices: A bird, A ghost, An Echo, A Flute. Answer: An Echo.

After the three riddles are passed, The Troll asks the knight why they ventured into the Whispering Willows. The knight will tell The Troll that they are seeking Meijer the Mystic. The Troll cowers at the thought of the wizard. If the knight had already been to the dungeon, The Troll will prompt the knight to go to Mount Galdr, for that is the wizards home. If the player has not been to The Dungeon, The Troll will prompt the knight to go to The Dungeon because Meijer the Mystic is often seen in that area. The Troll gives the player 3 health potions at the end of their encounter.

The Dungeon

The knight slowly creeps forward to the entrance of The Dungeon. It is dark and there is an echo of water dripping. There can also be voices heard, as though someone was speaking. The knight slowly makes their way into The Dungeon when suddenly, *SCREECH!* The sound of a claw-like hand scratching the metal armor of the knight. A piercing voice calls out from the darkness, “Who dares to descend to my home.” It is the voice of The Ghoul. The knight speaks, “It is I, Knight <username>, from Quigley Kingdom”, and before the knight is able to finish their sentence, The Ghoul attacks. The knight is engaged

in a battle with The Ghoul and must defeat him in order to get more information. In between each attack, the knight will be prompted to use a health potion if needed.

After the knight is able to knock down The Ghoul, he calls out, “Please spare me, I know I am a hideous creature but I hope one day to be freed from these rotten bones and join my family again.” The knight stops mid swing and asks The Ghoul if he had seen Meijer the Mystic. The Ghoul cries out at the name, and says that he has not. If the knight had already been at the Whispering Willows, then The Ghoul will prompt the knight to go to Mount Galdor, for that is the home of the wizard. If the knight has not been to the Whispering Willows, then The Ghoul will prompt the knight to go there because Meijer the Mystic is often seen speaking with the spirits there and practicing his evil spells. The Ghoul gives the player 3 health potions at the end of their encounter.

Mount Galdor

This is the final destination of the knights quest. As they climb up the rocky trail to Mount Galdor, they see in the distance a light beaming from the peak. Then in the blink of an eye, Meijer the Mystic appears in front of the knight. He exclaims, “Greetings adventurer! I hope you’ve enjoyed the thrills, chills, and spills of this climb but now you will meet your doom.” The knight backs up and pulls out their sword to attack. Meijer uses his spells on the knight but they do zero damage because of the armor the knight is wearing. Meijer the Mystic begins to disappear and reappear, whacking the knight with his staff. The knight must engage in battle and knock down Meijer the Mystic. After knocking down Meijer the Mystic, the knight asks why Meijer came to take The Object. Meijer exclaims, “If anyone were to figure out how to use it, they could reverse the evil magic that I have done.” While he says that, he throws it towards the trail leading down to the lava pit. The player is prompted to either

go after The Object or stay and bind Meijer the Mystic. If the knight chooses to go after The Object, it leads them to the first ending of the story. If the knight chooses to bind Meijer it leads them to the second ending of the story.

The End

The first ending of the story follows the knight's decision to go after The Object. In the nick of time, they are able to save it from rolling down into the lava pit. Finally the knight understood why the King was so distraught to lose The Object. When the knight turned around, he saw that Meijer was gone. Returning from Mount Galdar, the knight was able to give The Object to a local mage who read from The Scroll of Snotor, and he was able to finally release the evil magic that was tormenting the Quigley Kingdom. Both The Troll and The Ghoul were able to return to their homes and the kingdom was at peace. But alas, Meijer was still out there and King John and his knights were ready for the next time that he would attack.

The second ending of the story follows the knight's decision to bind up Meijer the Mystic. Looking back, they see The Object fall into the lava pit. After making their descent, the knight brings Meijer to the court of the king, where King John decides to send him to the special chambers. These chambers stop magic spells from being cast so Meijer would not be able to escape. Sadly, due to The Object being lost, The Troll and The Ghoul were trapped in their forms because of Meijer's evil spells that were once cast upon them.