**ABI  
(*my father*)**Abi is a narrative game to be made on Inform 7. The word *abi* is an ancient Akkadian (as well as modern Arabic) word that translates to *my father*.

The narrative game takes place in ancient Mesopotamia. The player’s objective is to fulfill the wishes of their father of being buried on the island which is often described by the elders to be paradise on Earth. The island is inspired by the land of ancient Dilmun and its descriptions within the game are from ancient cuneiform tablets.

The player begins the game by arriving at a port of the island of Awal (another name for the land of Dilmun), carrying the body of their father who has passed. The player is guided to prepare for burial rituals. In order to succeed in burying their father, the player must complete the preparation of the burial rituals on the island as so to unlock the doors of the Temple Graveyard. The Graveyard will have several doors and guards to ensure the player has the correct items (keys) in order to enter. The player may not enter the Temple Graveyard without completing the preparation.

Preparation for burial includes tasks of varying difficulties:

+ Locating the site of the purest spring on the island to obtain (1) fresh spring water and the (2) white burial garment  
+ Obtaining (3) *muhru* (an offering for the Gods)  
+ Obtaining a text of (3) *dalilu* (prayer to the Gods)

\* Below is a (messy) rough draft of the proposed map of Abi. The Port is where the player begins.  
  
Text, letter

Description automatically generated

Potential audio & visual features will include photographs of archeological sites of the time period (temple, village, etc) as well as replicated ancient song of the time period.