Treasure of Conquest Story

Concept: (MVP) A player travels to different parts of the world in search of treasure. During their conquest they are met with enemies that they have to defeat. The player must return home safely to fulfill their conquest. A player will be able to travel to one country where they can answer riddles/fun facts in order to receive health, treasures, or weapons. Each country will have an enemy who attempts to harm the player.

Steps:

1. User is at the welcome page
   1. Receive description of the game
      1. “Welcome to Treasure of Conquest! Your mission is to travel the world while collecting as many treasures as possible. As you visit each country, you will be accompanied by a tour guide. This tour guide has been instructed to give you options to visit restaurants, attractions, go shopping, or return home! Your travels will be limited by the amount of money that you have. If you run out of money then you may visit an excursion in order to earn more. In order to travel to other countries, including back home, you must have enough to purchase tickets for the flight. You should also beware of evil-doers who are lurking within these countries! They will unexpectedly attack you in order to steal your health, money, and/or treasures! Defeat them to earn their goods. Lose, and they will take yours. If you run out of XP then you fail the mission and the game ends. If you return home, you have ended the game and your score will be based on the amount of treasure and money you have. Good luck!”
   2. User inputs name
   3. User inputs hometown
   4. Receive instructions (user should be able to ask tour guide for gameplay instructions)
      1. Tour Guide Introduces themself
         1. “Hi! My name is { tourGuideName }, I will be assisting you as you travel around my beautiful country of { countryName }.”
      2. “You have a number of moves you can make that will respond based on the environment you’re in. Here is a list of commands:
         1. GO [choice] - informs your tour guide to take you to [choice]”
   5. Choose destination (will start as one but later iterations have more choices)
      1. User pays for flight
         1. User goes to the airport and interacts with someone they need to purchase a ticket from.
            1. You encounter a representative with Delta Airlines.
            2. “Hi, how may I help you today?”

“I would like to buy a flight.”

* + - * 1. “Where would you like to visit?”

User is given options.

“I would like to go to Mexico.”

* + - * 1. “Okay that will be $300. Your flight leaves in 1 hour.”
        2. You pay for the flight and then head off to Mexico.

1. User is in Mexico
   1. User meets tour guide
      1. “Hello {Name}! Welcome to {Destination}. What would you like to do?”
      2. Response to choice: “ Excellent choice, I will take you to our world famous { choice }.
      3. User is given options
         1. Go eat (gains XP)
            1. “Welcome to {Restaurant Name}. My name is {name of waiter}. Can I start you off with a glass of water or something to drink? Here is our menu. The waiter provides a menu.

Menu items are based on restaurant

Menu and item prices and health xp are displayed

Order item

Pay bill to leave

* + - 1. Choose excursion
         1. Tour Guide: “ Which excursion would you like to go on this, { morning or evening based on current time}.

Location for riddles {Mayan Temples}

“You have just traveled 2 hrs by bus to the Mayan Temples. {Small History about the Mayan temples}

User is prompted “ Would you like to explore?” Y or N. If yes, the traveler goes inside the Temple and finds a hidden door. In order to open the door you must first answer this riddle. {Display riddle}. If no, the traveler will return to the tour guide.

If the answer is correct the traveler will Earn a treasure.

Location for fun facts { Hike to WaterFalls}

“ You just went on a 3 mile hike to arrive at the waterfalls. {Fun Fact about waterfalls multiple choice answer}

If answered correctly, Earn money

* + - 1. Go shopping
         1. Tour Guide: “Would you like to go shopping for weapons or treasures?”

User gets the option to choose between weapons or treasures.

If the user chooses weapons: B will populate. If the user chooses treasures: C will populate.

* + - * 1. “Hello, welcome to the Directorate of Arms and Munitions Sales. What weapon would you like to purchase today?”

User has options of gun($600, 75XP), knife($25 XP), or bat.

“I’ll go with the gun..”

“Great choice! That’ll be $600.”

You pay for the weapon and leave.

* + - * 1. Treasures (expensive)

“Welcome to the National Treasures. The deeper you go, the greater treasures you’ll find. Treasures are gold, emerald, pearls, coral. What treasure would you like to buy?”

Buy gold for

* + - 1. Battle (will be random in final game)
         1. User will run into a battle on their transit to excursion

NPC engages with user

“Hey!, What’s your name?”

*user inserts name.*

If it’s blank then it means the user ignored the NPC

NPC asks user if they want to solve a riddle. The NPC will always appear to be friendly but may be a villain in disguise.

If yes:

User attempts a riddle for money

NPC attacks user

If no:

NPC disengages

NPC attacks user

* + - * 1. If user loses battle:

Lose health, money, and/or treasures

If loser XP <= 0:

Game ends

* + - * 1. If user wins battle:

Gain money or treasure

* + - 1. Go home
         1. Game ends

1. User returns home
   1. Score is calculated and added to scoreboard
      1. Save to file or database