Game Story – print when user starts the game

Everyone in the world is affected by a the CM1101 virus a.k.a Krillian. You have been sent on a mission to an abandoned hospital in the hope of finding a cure. The aim of your mission is to collect several vials that will be used to create a cure that will combat the virus.

You have a defective gas mask that is slowing down the effects of the virus, meaning that you have a limited amount of time to collect all the vials. There are a total of 6 rooms in the hospital that may contain vials, within these rooms are items that can be picked up and used to help you collect the vials. Items can be both used on their own or with another appropriate item.

Name: **Pharmacy**

Description:

As you enter the pharmacy you are greeted by a gigantic mass of plastic containers that had clearly been emptied in a hurry. The room is dark and dirty, with a single lightbulb flickering occasionally. Broken shelves on both sides of the room hold the remains of the merchandise that was previously sold at the pharmacy. A snapped pair of scissors hold up a sign that reads. “NO LOOTING”. This sign had obviously been ignored at the start of the outbreak.

Across the room from the sign was the pharmacy counter, on the counter is a small roll of bandages that look like they’ve been knotted together. Beyond the counter is where the containers for the pharmacy’s prescription medicines were stored. All but one of the plastic boxes have been broken into using the head of a hammer that lies on the floor next in the remnants of the boxes. A single half of a walking cane lies on a hook behind the counter, shards of wood pepper the flood around the counter.

Print Statements:

*Take scissors*

*Take hammer head*

*Take bandages*

*Take walking cane*

*Combine snapped walking cane and bandages: Makes bandaged walking cane*

*Combine bandaged walking cane and hammer: Makes improvised hammer*

*Combine bandages and hammer head: Makes bandaged hammer head*

*Combine bandaged hammer head and snapped walking cane: Makes make shift hammer*

*Use improvised hammer*

Items: *Scissors, bandages, hammer head, snapped walking cane, Combined items: bandaged walking cane, improvised hammer, make shift hammer*

Win condition: Breaking into the “box” and then “collecting” the vial, once this has been done shutters on the door will slam down, preventing the user from re-entering the pharmacy

Fail condition: If make shift hammer is used on the box then the alarm will go off and the user will be forced out of the room.

Name: Exam room

Description: Enter room, safe on wall. Stethoscope on floor. Cup, and water puddle. Computer on desk, examining the computer desk reveals a note saying that the first and last numbers of the safe’s combination are inverted.

Print statements:

*Take cup*

*Combine cup and water*

*Take stethoscope*

*Examine computer desk*

Items: Safe, stethoscope, cup, Combined items: Cup of water

Win condition: Opening the safe using the items present in the room.

Fail Condition: Safe locks it self if 3 incorrect numbers are entered

Name: Surgery

Description: Player walks into room. See’s a person trapped by debris operating table. Must help them get out to get them to give a vial.

Print Statements:

*Take scalpel*

*Take Bone saw*

*Take drill*

*Take syringe*

*Take sterile bandages*

*Use syringe on patient*

Use bone saw on debris

Use drill on debris

Use sterile bandages to pull back portion of the debris.

Items: Scalpel, bone saw, drill, syringe, sterile bandages

Combined items: N/a

Win condition: Successfully help the person.

Fail Condition: Unsuccessfully operate on the person.