Game Design Document:

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**Forgotten Star**

[https://play2.textadventures.co.uk/Play.aspx?id=6oezwxbkjugswmaczee-hq](https://play2.textadventures.co.uk/Play.aspx?id=6oezwxbkjugswmaczee-hq" \o "https://play2.textadventures.co.uk/Play.aspx?id=6oezwxbkjugswmaczee-hq" \t "_blank)

**Game Title/Genre:** The game is titled*the Forgotten Star*. It is a science fiction adventure text-adventure.

**Premise:** In this game you play as Cooper, a skilled space pilot, crash-landing on an uncharted planet because of an asteroid explosion. When Cooper woke up, he finds his aerocraft was landing in front of a giant remnants of a once-prosperous alien civilization. As a space pilot, he is fascinated with the alien relic. And he also finds that exploring the relic might be the only possible way to fix his aerocraft and get himself back to Earth. In this journey, Cooper will explore ancient ruins, harness alien technologies, and gather resources to repair his spacecraft and escape the planet.

**Player’s Role:** The player’s role is to control Cooper in this adventure, explore the alien ruin, solving puzzles, using alien technologies and gathering resources to repair his spacecraft.

**Win Conditions:** Players need to collect the three critical quest items to repair the spacecraft. Each critical item will need the players to explore the relic and solving the encountered puzzle to collect. After helping Cooper find all the critical items and use them to fix the spacecraft, Cooper can escape the planet and the game ends.

**Game Mechanics:** You will find some interesting alien technologies to solve the encountered puzzles and exploration. The exploration is hinted by these technologies to successfully get through each room without being injured.

* Player will find a prism which can translate the alien symbols into our language at the beginning of the game. Player needs to use it a lot to solve most puzzles and one riddle in this game.
* Puzzle-solving involves interacting with the environment, decoding alien technologies, and using gathered items in creative ways. There is one riddle which also contains the hint to the hidden place.

**Scoring/Progress:** Progression is measured through the completion of key objectives and discovery of alien artifacts. Once you solve a puzzle, you will get some meaningful items for the next exploration.

**Game Style:** This game is deeply narrative driven, leveraging detailed text descriptions to immerse players in a vivid alien world. It combines interactive exploration with decision-making to forge a personalized adventure.

**Music Style:** A soft, strange, but not reflective background music. Erik Satie - "Gnossiennes": No. 1 is our final choice.

**Scene Layout Design:**

**A diagram of a room

Description automatically generated**

**Puzzle Description & Solutions:**

**Fusion:** It will allow the player to put the three critical items (Energy Core, Alien Alloy, and Permafrost Jewel) in it to generate the repairing agent for fixing the spacecraft.

**puzzle about Gravity Boots:** The gravity Boots are encased in a transparent energy shield in Room 3. In Room 3, an alien console beside the pedestal displays a grid with alien symbols, each symbol representing a fundamental element of nature (water, air, fire, and earth). One slot in the grid is empty, indicating a missing symbol (the answer is air). And in each corner of the room, there will be a pillar of stone which show the symbols of these elements. Player will find hint by looking around the room using the Translation Prism in each corner of the room.

After getting the Gravity Boots, player can use it to access Room 6 and 7.

**Riddle to get the hint of Room 7:** Player needs to solve the riddle who is lying. Wearing the Translation Prism to see the words they say.

Alien A: "True progress can only be made by defying the pull of the surface."

Alien B: "Among us, only one speaks the truth, and the secret lies beneath our feet."

Alien C: "The key to descending safely lies not in wings, but in mastering gravity itself."

Alien D: "Two of us are lying, and without the right equipment, you shall fall."

The answer is Alien A and B. And player will get hints of using Gravity Boots to get into Room 7 by the words of Alien C and D.

After solving the riddle, the player will get Atmospheric Stabilizer. Using this item, player can get access to Room 5 and 8.

**Brain teaser in Room 7:**

The first question is: What is the end of everything? Answer “**g**”

The second question: What kind of room has no doors or windows? Answer “**mushroom**”

**Playtesting Feedback and Change Log: (Names and emails removed for use as a demo)**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Email | Playtime | Comments |
| Korey Kihm | koreyhkihm@gmail.com | 8-9 minutes | Game stopped responding while working on the puzzle in Room 4. Struggled with typed commands. Game restarted upon going outside. |
| Haeden Gump | haedenagump@gmail.com | 8-9 minutes | Game stopped responding after 8-9 minutes, regardless of where he was in the game. Believed that all of the aliens were lying? Attempted again but kept dying. Didn’t get past energy orb. |
| Haitian Zhong | hxz742@case.edu | 23 minutes | Using laptop, Putting the critical items in the fusion doesn’t get any feedback. The brain teaser in Room 7 should has some substitute words. |
| Wei Chen | wxc489@case.edu | Almost 30 minutes in total | Using Phone, the game often freeze as the website doesn’t response. So, I tried several times.  Also, I could remember where I did, I go and sometimes lost in the game, maybe put a map to show where I alright explored will be better. |
| Daniel Shih | dxs879@case.edu | 30 minutes | I played your game for 30 minutes, explored every room thoroughly, and had trouble finishing the game so I ended my life at the panels. I found the UI engaging and intuitive, but the text commands were lacking, which hurt my ability to interact |

Changes we made in response to feedback:

* We make the puzzle more accessible and more available answers to make it more flexible, especially for rooms 4 and 3.
* Rewrite some of the descriptions to be more precise.
* Put the critical items in the fusion will get positive feedback.
* Due to many players being either confused or making comments about the language, we’ve revised almost all of the descriptions and text provided throughout the game.

Game layout:

In this game you play as Cooper, a skilled space pilot, crash-landing on an uncharted planet because of an asteroid explosion. When Cooper woke up, he finds his aerocraft was landing in front of a giant remnants of a once-prosperous alien civilization. As a space pilot, he is fascinated with the alien relic. And he also finds that exploring the relic might be the only possible way to fix his aerocraft and get himself back to Earth. In this journey, Cooper will explore ancient ruins, harness alien technologies, and gather resources to repair his spacecraft and escape the planet.

When you was on my way to Earth, my spaceship spirals uncontrollably, its hull marred by the relentless assault of cosmic debris. I'm at the helm, fighting a losing battle with the controls, every flick of the switch, every twist of the knob, a desperate attempt to avert the inevitable. You know you could not save this spaceship anymore. The only thing that I'm begging God now is to keep me alive.

The impact is a symphony of destruction, metal tearing, and the world outside morphing into a blur of chaos. Luckily, yousurvived from this tremendous accident. Regardless of my injury, you only cares about one thing: *Where am I!!*You find yourself in a crushed place.  
Around you, there is a wreckage.  
You can go inside.

Wreckage: **Use on:** That doesn't work right now.

Inside:**go inside**  
You look around, You know this is not earth's environment. You need to fix my spaceship to return to Earth. Due to the crash, there are three critical components of my spaceship are missing. You need to find them and fixed my spaceship.

You are in a first room.  
You can see a box.  
You can go outside or east.

Box:

**Look at**:look at box  
It might contain something

**Open**: open box  
You find a translation prism and take it. You can use the translation prism on some objective

Outside:**go inside**: back to your spaceship.

**go east:**  
You are in the second room second room.  
You can see a fusion, door (east) and a locked door (south).  
You can go west or north.

The fusion is in the middle of the room. A chill breeze, a whisper of the south's icy secrets, caresses your skin. Paths diverge from here:

to the West, it's the place where you came.

Towards the East, a high vantage bathed in a soft, twinking glow.

North, where an open door beckons with the promise of passage.

And to the South, from whence the cold wind comes, hinting at frozen mysteries waiting to be unveiled.

Fusion:

**Look at**:At the heart of the chamber pulses the Fusion Core, an enigmatic device designed to harmonize three pivotal elements. At the heart of the chamber pulses the Fusion Core, an enigmatic device designed to harmonize three pivotal elements.

**Use on:** That doesn't work right now.

Door (east):

**Look at:** The passage between the rooms is daunting, a vertical ascent that stretches high above, seemingly unreachable by normal means.

**Use on**:That doesn't work right now.

Locked door (south):

**Look at**:The threshold to the room lies beneath an icy veil, the air so frigid it seems to freeze time itself. Breathing becomes a challenge, each inhale a sharp reminder of the room's forbidding cold.

**Use on**:That doesn't work right now.

**go west:** Back to room 1

**go north:** You are in a third room.  
In the center of the room, You can see a capsule, a locked door (north) and a HintStone.  
You can go south or west.  
Inside, a peculiar bone rest. Adorning its feet, unusual boots hint at tales untold.  
Before you, a wave of heat billows from the north, the air shimmering with intensity. The path is barred by an insufferable heat.

Capsule:**open:** You can't open it.

locked door (north):

**Look at**:Approaching the room, a wave of oppressive heat washes over you, a forewarning of the scorching environment beyond its entrance. The air shimmers, distorted by the intense temperature, hinting at an interior far too hot for unaided entry.

**Use on**:That doesn't work right now.

HintStone

**Look at**:You don't understand the text on the stone

**Use on**:with translation prism

Alien A: "True progress can only be made by defying the pull of the surface."  
Alien B: "Among us, only one speaks the truth, and the secret lies beneath our feet."  
Alien C: "The key to descending safely lies not in wings, but in mastering gravity itself."  
Alien D: "Two of us are lying, and without the right equipment, you shall fall."  
Who is lying?

**A and B:**You have Gravity Boots now  
You now opened Capsule. Use the hints from Alien C and D.

**go south:** Back to room 2

**go west:** You are in a fourth room.  
You can see a first column, a second column, a third column and a fourth column.  
You can go east or view panel.  
Upon crossing the threshold, a vast interior unfolds. There are four steles clad in obsidian-colored panels stand in front of you surrounded by chaotic eerie crimson energy. The overall design exudes a sense of foreboding, indicting you have to be careful every step you take. ***WATCH OUT YOU MIGHT DIE***

First column:

**Look at**:The column shows a foreign symbol. Try to use something on it

**Use on**:with translation prism

A symbol for "Earth" surfaces.

Second column:

**Look at**:The column shows a foreign symbol. Try to use something on it

**Use on**:with translation prism

The foreign symbol disappears.

Third column:

**Look at**:The column shows a foreign symbol. Try to use something on it

**Use on**:with translation prism

A symbol for "Fire" surfaces.

Fourth column:

**Look at**:The column shows a foreign symbol. Try to use something on it

**Use on**:with translation prism

A symbol for "Water" surfaces.

View panel:**go view panel:** You are viewing the panel a panel.  
You can see an earth button, an air button, a fire button and a water button.  
You can go exit panel.

Earth button:**push earth button:** Roar grows steadily louder, suddenly, a blinding flash illuminates the horizon. You died!

Air button:**push air button:** An atmospheric stabilizer appears. You take it. You can use it on some objective

Fire button:**push fire button:** Roar grows steadily louder, suddenly, a blinding flash illuminates the horizon. You died!

Water button:**push water button:** Roar grows steadily louder, suddenly, a blinding flash illuminates the horizon. You died!

Exit panel:**go exit panel:**You are in a fourth room.

**go east:** You are in a third room.

locked door (north):**Use on:** with atmospheric stabilizer

You are in a fifth room.  
You can see an energy core.  
You can go south.

As you step into the scorching environment, a wave of intense heat envelops you. The air feels thick and suffused with a relentless warmth.

Energy core:

**Look at**:This is one of three important components to fix your spaceship.The Energy Core, a luminescent orb encapsulated in a lattice of alien metals, pulses with a vibrant energy. It's the heart of the power system, radiating a potent force that feels both ancient and advanced.

**Take**:You pick it up.

South:You are in the third room.

South:You are in the second room.

Door (east):**Use on:** with Gravity Boots

You are in a sixth room.  
You can see an alien alloy and a door (southeast).  
You can go west.  
At the summit of the towering mountain, the world below seemed miniature.

Alien alloy:

**Look at**:This is one of three important components to fix your spaceship. It’s a marvel of extraterrestrial engineering, shimmering with an otherworldly sheen that defies earthly metallurgy. Its composition is unknown, light yet unyielding, suggesting it was forged in the heart of distant stars.

**Take**:You pick it up.

Door (southeast):**Use on:** with Gravity Boots

You are in a seventh room.  
You can see a LockedBox and a LockedBoxKey.  
You can go northwest.  
The desolate and empty place stretched out before you, a vast expanse of barren land that seemed to defy life itself.You can see a box shape in the front and walk towards it.

LockedBoxKey:

**Look at**:You can use this to open the Locked Box

**Take**:You pick it up.

LockedBox:

**Look at**:It contains something

**Use on**:with LockedBoxKey

To open this box you need to answer me questions!!

The first question is : What is the end of everything?

**g:** You are correct! Let's move on to the next question!  
What kind of room has no doors or windows?

**A mushroom:** You have the Astrocite pick now.

Astrocite pick: **Look at:** Its handle vibrates with a subtle, otherworldly energy, hinting at its capability to mine through celestial materials previously deemed indestructible.

**Go northwest:** You are in the sixth room.

**Go northwest:** You are in the second room.

Locked door (south):**use on locked door (south):** with atmospheric stabilizer

A tunnel going south opens. You explore it.

You are in an eighth room.

You can see a permafrost jewel.

You can go north.

As the biting wind howled through the barren place, you trudged through the thick blanket of snow.

Permafrost jewel: **Use on:** with Astrocite pick:

The permafrost jewel falls on the floor. You take it.

**look at** **permafrost jewel:**  
This is one of the important components to fix your spaceship.

**Go north:** You are in the second room.

Fusion**: Use on:** with energy core, alien alloy, and permafrost jewel

Repairing agent is created by the fusion. You take it.

**Go West:** You are in the first room.

**Go Outside:** back to your spaceship.

**Use on wreckage:** withrepairing agent

Congratulations, you've successfully repaired the ship and survived!