Title

Objective

A puzzle game with graphical visual elements styled using basic graphics and CSS styling. Text will be displayed that describes the scene, situation and asks for interaction. Using JavaScript, to determine the logic flow and Photoshop for all graphical work, the intention is to create this game without the use of any third party code or imagery. I want to be able to demonstrate that I can create something from scratch, from concept to completion. It won’t be too large as the main focus is to demonstrate my abilities, but why not have a little more fun with this and show my creative side too. This should be a project that can be shown on my portfolio.

Notes

* Create a short script with dialogue and flow of game.
* Go through a set of locations/scenarios until the player reaches the end.
* Player can die or become stuck within three of the rooms. In either of these events the player will be able to retry those rooms again.

Description

Player inputs a name and starts out in first room. Meets a friend and the very action of saving this friend is what frees them both from the confines of the first room. Journey continues across a series of other rooms testing the player with different situations – all with a need to succeed to carry on. Eventually the player comes to a room of judgement where they are given the opportunity to reflect. It’s during this time a particular action induces regret but the player is then shown a final lesson, one that teaches us our very actions shape who or what we can become. This ends the game.

Screens

**Begin**

Splash screen with a begin button

**Intro**

You are prompted to input your name.

You went to sleep and the next thing you discover is that you are here in this strange room. It’s explained that you are not dreaming and that this is real but that your conscious mind has travelled through a form of Astral Projection. You are told that you can leave at any time but that a journey of self-discovery awaits you ahead.

**Room 1**

Help something to progress (satisfaction, selfless)

* You look around the room.
* A small pool of water resides in the middle.
* Inside the pool of water is a small creature, seemingly drowning and in need of urgent help.
* There’s a hook and a stick on the floor
* Judge “To progress on your journey you must achieve one selfless act”.
* Looking around the room you look for a way to help the creature
  + It’s too far out, you can’t reach it.
  + It’s partially resting on a leaf, exhausted and wet
  + Using the hooked stick you draw in the creature and pick it up
* The creature dries out and flies on up. It speaks with you.
  + It say’s “Thank you!” and announces it’s name as Alba.
  + It says it will accompany you on your journey and can help you
  + It says it trusts you and has found a new friend.
* Judge “Interesting! New found friendship. You may progress.”
* The door opens and you can proceed to the next room.

**Room 2**

Listen to progress (panic)

* Looking around the room you notice it’s empty.
* On the wall there is a warning “Choose Quickly!”
* Judge “To progress you must be fast. Listen, trust and use the opportunity as it presents itself”
* A series of events play out
  + Alba “Who is saying that? What does it mean by 'be fast'?”
  + Alba “Wait! What's that noise?! It's coming from above...”
  + Sand starts to pour into room
  + Alba “It's sand!!! We have to get out of here as fast as possible!”
  + Narrator “Sand is pouring out of the ceiling all around you and you're starting to feel panicked!”
  + Narrator “It's becoming more and more difficult to move. The sand is starting to get too deep.”
  + Sand continues to pour into the room. It’s getting deeper and deeper
  + Alba “I’ll try to find something that will help us get out of here!”
  + Narrator “You can no longer move. The sand is too deep. Alba continues to dart about the room looking for a lever or switch that may open the door.”
  + Alba “Back home, I have a family and friends that I haven’t seen for many moons. I have been trapped here for a long time.”
  + Alba “My species may not be able to swim but we can stay afloat amid difficult situations like these.”
  + Narrator “The sand is up to your waist and you are running out of time. Alba persists with trying to find a way out.”
  + Alba “There are three buttons here! Blue, red and green. But wait! I don’t know which one to push.”
  + Show the buttons (player gets two presses)
  + Alba “Wait! There is something written here. It says ‘Purple is the only way that ensures you will not have to stay’. What do you think it means?”
  + Narrator “Sand has fast covered your waist, you don’t have much longer left. You can still give instructions to Alba.”
  + Alba “Do you think ‘Purple’ has anything to do with these buttons? I can not see a purple one here…”
  + Sand continues to fill the room
  + Alba “We are running out of time! Quickly, what should I press? Maybe I have to push two at the same time?”
  + If the red and blue buttons haven’t been pressed by now
    - Judge “Too slow. Quicker next time!”
    - Restart the room
  + If the right buttons get pressed before Alba mentions the note about purple
    - Drain the sand
    - Open the door
    - Judge “Faced against the odds you were still able to hold yourself together and make a quick judgement call. You may progress!”
  + If the right buttons get pressed after Alba mentions the note about purple
    - Drain the sand
    - Open the door
    - Judge “Fascinating! Faced against the odds you were still able to hold yourself together and showed trust in your new friend. You may progress!”
    - Alba “That was a very close call! I’m glad I was able to return the favour for you in your time of need. Shall we see where this doorway takes us next?”

**Room 3**

Choose the right door to progress (patience)

* Looking around the room you see many different doors
* Judge “To progress you need to demonstrate your patience and attention to detail, for that is the only way that you will leave this room.”
* Alba “There are many different doors but which one is the right one?”
* Clicking on each door reveals a little about it
  + Vile Door
    - Narrator “There’s a vile smell coming from the other side of this door”
    - Alba “I don’t like this smell, it reminds me of a ferocious beast that once chased me through a hall, I didn’t see where it went but it is still here somewhere.”
    - If confirmed choice
      * Narrator “You open the door.”
      * Narrator “A beast pulls you into the darkness and slams the door shut behind you”
      * Judge “Oh that’s not going to go down too well. The Razorghast is particular protective this time of year. Try again.”
      * Restart room
  + Hot Door
    - Narrator “The handle is hot to the touch, you can hear the sounds of hissing and bubbles on the other side”
    - Alba “This makes me feel unsafe, I’m not sure you should open this door. What if we both boil alive?”
    - If confirmed choice
      * Narrator “You reach out to open the door.”
      * Narrator “Before you can open the door you are immediately reduced to a pile of ash.”
      * Judge “What a strange way to let off some steam. Try again.”
      * Restart room
  + Cold Door
    - Narrator “Cold to the touch! You are overcome with an uneasy feeling as you look into the doors surface.”
    - Alba “Brrr I feel so cold. My wings would surely freeze if we went through this door.”
    - If confirmed choice
      * Narrator “You reach out to open the door.”
      * Narrator “You are overcome by its chilling touch and instantly become frozen. “
      * Judge “Wait! Are you getting cold feet? Try again.”
      * Restart room
  + Laughing Door
    - Narrator “The door laughs at you.”
    - Door “You can trust me it says, come along now, open me”
    - Alba “I don’t feel comfortable. Something does not feel right here.”
    - If confirmed choice
      * Narrator “You open the door”
      * Narrator “The doors laughter turns into a hysterical howl and you’re pulled from your shoes. The door slams shut”
      * Judge “They say laughter can kill. I guess the joke is on you now. Try again.”
      * Restart room
  + Small Door
    - Narrator “The door is far too small, there is no way you could fit through this…”
    - Alba “I could fit through this door but how would that serve to get you out? Should I take a look anyway?”
    - If confirmed choice
      * Narrator “You convince Alba to climb in through the small door.”
      * Judge “Well Done! That was satisfying to watch. You have proved your ability to think before you choose. You may proceed.”
      * Hidden door opens
      * Alba emerges
      * Alba “It was a little tight but I found a button on the other side of the wall which just opened this hidden door!”
      * You can proceed to next room

**Room 4**

Room of riddles (fear)

* Looking around the room it’s difficult to make anything out due to how dark it is.
* Judge “This place will test your knowledge. The unknown must be understood to overcome any fears that prevent us from moving on.”
* Alba “Did it just mention fear? It’s dark, I’m already afraid… wait can you hear that?”
* Narrator “You can hear the distinct sound of something large breathing”.
* Alba “Sorry! I can not help you here!”
* Narrator “Alba disappears behind a rock leaving you to face this unknown on your own.”
* Narrator “There’s a stir in the room and the breathing changes slightly, almost like something is waking up.”
* Two red eyes open.
* Shadow “hissss! What do we have here? A tasty morsel has stumbled into my lair.”
* Shadow “If you wish to cross my path you will have to answer three of my riddles.”
* Shadow “If you answer all three correctly I shall grant you passage.”
* Shadow “But if you answer any incorrectly you will become my feast!”
* Shadow “Let us begin”
* Riddle 1
  + Shadow “If you have me, you want to share me. But if you share me, you no longer have me. What am I?”
    - If Cake
      * Shadow “Yesssss at last! It’s supper time!”
      * Narrator “The shadow lunges forwards and takes a big bite.”
      * Judge “Such a waste! Did you not learn anything in School? Try again.”
      * Restart room
    - If Secret
      * Shadow “Well done! One down, two more to go!”
      * Narrator “The shadow lunges forwards and takes a big bite.”
      * Judge “Such a waste! Did you not learn anything in School? Try again.”
      * Restart room
    - If Oxygen
      * Shadow “Yesssss at last! It’s supper time!”
      * Narrator “The shadow lunges forwards and takes a big bite.”
      * Judge “Such a waste! Did you not learn anything in School? Try again.”
      * Restart room
* Riddle 2
  + Shadow “What grows when it eats, but dies when it drinks?”
    - If Tree
      * Shadow “Yesssss at last! It’s supper time!”
      * Narrator “The shadow lunges forwards and takes a big bite.”
      * Judge “Such a waste! Did you not learn anything in School? Try again.”
      * Restart room
    - If Fire
      * Shadow “Well done! Two down, one more to go!”
      * Next riddle
    - If Water
      * Shadow “Yesssss at last! It’s supper time!”
      * Narrator “The shadow lunges forwards and takes a big bite.”
      * Judge “Such a waste! Did you not learn anything in School? Try again.”
      * Restart room
* Riddle 3
  + Shadow “What is so delicate that even saying its name will break it?”
    - If Glass
      * Shadow “Yesssss at last! It’s supper time!”
      * Narrator “The shadow lunges forwards and takes a big bite.”
      * Judge “Such a waste! Did you not learn anything in School? Try again.”
      * Restart room
    - If Flower
      * Shadow “Yesssss at last! It’s supper time!”
      * Narrator “The shadow lunges forwards and takes a big bite.”
      * Judge “Such a waste! Did you not learn anything in School? Try again.”
      * Restart room
    - If Silence
      * Shadow “Well done! You have completed my test and may pass as promised!”
      * The shadow disappears.
* Narrator “Alba emerges and flies to your side.”
* Alba “I’m sorry! I do not know what came over me. I was so frightened.”
* Judge “Facing the unknown you were still able to answer with confidence! You may proceed…but be warned you won’t pass my next challenge so easily…”
* The door opens, you can proceed to the next room

**Room 5**

Room of sacrifice (hesitation)

* Looking around the room you see a pedestal with a bowl of water on top of it.
* Judge “Welcome to my final test! This is the shortest and most difficult of all my challenges.”
* Judge “To progress you will need to sacrifice something.”
* Judge “Something that means a lot to you given these current circumstances.”
* Judge “Something that you can’t continue without.”
* Judge “You have all the time you need but the way forwards will remain closed until you act accordingly.”
* Narrator “Alba starts shaking and distances herself from you slightly.”
* Alba “I know I was not much help in the last room.”
* Alba ”But please, there are no leaves to support me this time.”
* To leave the room the player must drop Alba into the water and allow her to die.
* Can look at the bowl of water
* Can pick Alba up.
* If you click on the bowl whilst carrying Alba
  + Narrator “You drop Alba into the water and she starts to drown.”
  + Alba “Please help me! I want to go home.”
  + Narrator “You stand by and allow her to die”
  + Narrator “Alba becomes lifeless and the room falls silent”
* Judge “Spectacular! I didn’t think you had it in you. You and you alone, may progress….”

**Room 6**

Room of judgement. (remorse, sadness)

* You look around the room
  + You see a glowing entity sat on a throne-like structure
* Judge Speaks
  + Well done! You have made it to my chamber.
  + Let’s take a while to reflect on your journey to here.
  + You passed the test of selflessness and saved a new friend
  + You passed the test of speed and learned to listen and then trust.
  + You passed the test of patience and cleverly chose the right door.
  + You passed the test of knowledge and used your own confidence to overcome fear.
  + You passed the test of sacrifice and didn’t hesitate to offer Alba.
  + But alas now you feel empty, sadness and regret.
  + You did what you were told instead of thinking for oneself.
  + Whilst it’s good that we have guidance in life there are times when we need to think for ourselves.
  + To do the things that we believe to be right and not to just act on the words of others.
  + Do you believe you could have handled the last test differently?
  + It’s not often in life that we get a second chance.
  + So use this one wisely…
* Load the previous room.

**Room 7**

Room of remorse (redemption and sorry)

* Looking around the room you see a pedestal with a bowl of water on top of it.
* Narrator “You have been transported back just moments before your sacrifice.”
* Judge “Welcome to my final test! This is the shortest and most difficult of all my challenges.”
* Judge “To progress you will need to sacrifice something.”
* Judge “Something that means a lot to you given these current circumstances.”
* Judge “Something that you can’t continue without.”
* Judge “You have all the time you need but the way forwards will remain closed until you act accordingly.”
* Narrator “Alba starts shaking and distances herself from you slightly.”
* Alba “I know I was not much help in the last room.”
* Alba ”But please, there are no leaves to support me this time.”
* This time it’s not an option to pick up Alba. But you can now click on the pedestal.
* You kick away the pedestal and allow the water to crash and spill to the floor.
* Judge “You could have chosen to sacrifice your friend but we already know the outcome of that”
* Judge “Instead you chose to destroy your only source of water should you be eternally locked in this room with no way out.”
* Judge “It is through this act alone that you have proved you can put others before yourself which is the most valuable sacrifice.”
* Judge “Now your journey in this realm can end and you can return to your body to live out the next great journey. Farewell.”
* Alba “We made a great team didn’t we? Thank you for helping me. I believe I am ready to return to my own realm and family now. It was nice meeting you my friend. Farewell!”
* Narrator “Alba disappears in front of you and you can feel an odd sensation in your hands and toes… “

**End**

A message thanking the player for their time.