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A user guide, including instructions and a walkthrough that describes how to successfully complete the game

Summary of the Plot, setting and the game world. BACKGROUND INFO :

Last thing you remember was taken a piece of bread from a stranger from begging . You never knew this would happen to you. You heard of stories of orphans being abducted on street and then harvesting their organs. Your goal is to escape each room and solve each puzzle in each room for your freedom. You have also lost you friend, Pablo, and you think that he has been abducted as well. You are determine to live no matter what it takes.

Character Biographies:

User:

You are an orphan trapped by an evil factory owner during the British industrial revolution 1840-1870. You awaken from unconsciousness in a random room in the factory. Your life has not been easy. Your parents left you to the orphanage when you were born and was forced to fend on the street by yourself at age 7. The only closest thing you have to a family is Pablo, another orphan you have grown up with since birth.

You are an orphan

Pablo:

Pablo is also an orphan that has been kidnapped by the evil factory owner. Your goal is to find your best friend pablo and escape together to freedom. You and pablo have been friends for life and you will do whatever to save because you know nobody else will be looking for him since they are both orphans

Count Monte Cristo

Evil factory owner who is notorious for being shady around children. Ever Since he built his factory in the center of the London district of silvertown, many orphans have been missing on the streets. Orphans are normally never found due to the lack of infrastructure in the system.Count Monte Cristo owns a factory that produces many goods. Nobody knows what goes inside the factory since Count monte Cristo uses these “robots” according the locals.

Key for Commands :-- explain what each one does

Go :

- a. *Go Hallway*- walk down the hallway
 - b. *Go Door* - used for multiple rooms to walk to the door
 - c. *Go Table*- user in a few rooms to get some objects from the table
 - d. *Go Shed* - used before entering the shed
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- **Look**- Used before going to something
 - a. *Look Door*- use before GO and using the object
 - b. *Look Key*- Use before taking the key
 - c. *Look Gunpowder* - Look at the gunpowder before lighting with the lighter
 - d. *Look Right*- basic command to see your surrounding
 - e. *Look Left* - basic command to see you surrounding
 - f. *Look Cobwebs*- Room9 , trying to access secret door
 - g. *Look Window*- user before climbing out with rope
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- **Use**
 - a. *Use Key*- use for doors for each room
 - b. *Use Rope*- use to grab items such as a key or climb out a window
 - c. *Use Ladder* - user to escape a room
 - d. *Use Wall*- to access a secret room
 - e. *Use Door*- to open a door for many rooms
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- **Drop-- ADD more drops**
 - a. Drop Rope , Drop Fabric*** need to incorporate this some where
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- **Take**
 - A. *Take Key* - use to take key and add to your inventory to open doors
 - A.*Take Gunpowder*- Take gunpowder to blow up the small crack

List of Starting Inventory: explain what each object does

-Lighter

-Rope

Full game objects:

- **Key**- Use to unlock doors
 - **Lock**- Lock is on cages
 - **Window**- climb out of the window for room 6
 - **Yarn**- Burning the yard to access door
 - **Guard**- Get the key from the guard by using rope
 - **Cage**- save the children by using a key
 - **Desk**- search desk for keys and objects
 - **Crack in Wall**- use gunpowder powder to blow up the crack
 - **Pablo's Watch** - take pablos items as a reminder that you can't save him
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GAME INITIATES

A game description of the setting will be prompted:

PREGAME:

“ A cold sharp tingle feels your spine. You awake in a dark room. Looking around you only see darkness and a slit of glimmering light falling through a crack. You look around and gather yourself. You remember that your best friend Pablo has been kidnapped by the evil factory owner. You want to save him
“

Room 1:

“You are at the center of the dark room. You can make out the figure around you. You see a desk , chest and a metal door.” PROMPT USER

Answer: The Key is in the Desk to open the Metal door.

Puzzles: If you look in the chest with the key, nothing but clothes will be in there. Error will show “you find nothing in the chest, maybe try key for another object”

Commands: Look Desk ---> Take Key---> Use Key on Door ----Door Opens

Room 2:

“You open the door and walk down a dark hall way that is only illuminated by candles that have been burning till the last wick. At the hallway you hear a sound. “ZzzzzzhrrhrhrngngngZZzzzz” You see the guard on duty and he is sleeping and not paying attention. You look and see that there is a door behind the guard and the guard has left the key on the desk in plain view”

PROMPT USER

Answer: User use Rope to grab the key off the Desk

Puzzle : Do not use the lighter to burn the guard or use the anything but the rope- anything else that does not match the command “use Rope” will try catch a “that Cannot be used”

Commands: Go Hallway- Use Rope--- Take Key-- Use Key

Room 3:

“After passing through the guard quickly. You arrive in a electric room where the sounds of conveyor belts echo throughout the chambers. Vroom Vroom echos throughout and you cannot hear anything else. You see a key moving throughout the conveyor belt , back and forth and back and forth. You must time you grab to be perfect to grab the key from the belt. You see a distance door that you have to GO to ” PROMPT USER

Answer:Grab the key

Puzzle: Do not use the lighter or fabric . If user type use anything but the “Take Key”, the output “you don’t want to use this item since they room is very flammable” for lighter, for fabric maybe “ this item is not used for this room”.

Commands: Go Door-- look belt--Take Key-- Use Key

Room 4:

After entering the door, you see piles and piles of fabrics. You think to yourself this must be the fabric room for the child labors to make clothes. You hurt a bit inside when you think what is happening to pablo right now. Pablo has been with you since you were both orphans, fighting off dangers in the streets and stealing food to stay alive. You take that motivating and keep moving on.

There is so much yarn in the room but you know that there must be a key somewhere, You think to yourself what item, Lighter, fabric or rope can sort through the yard in a quick time. The Door is located behind the a mountain of yarn that is not accessible by walking.

Answer: burn all the yarn and find the glimmering key in the ashes.

Puzzle: don't look in yarn

Commands: Use Lighter-- Look key- Use key

Room 5:

After burning the yarn and exiting from the smoky fumes of the door. You clear your tearing eyes and you behold rows and rows of artillery. You have entered the battalions. Guns and gunpowder surround the area. There is no door in the battalion. Must be for security reason, one door in and one door out. However you do see a slight crack in wall. You look in the crack and you see a courtyard and a slight muffle. You can't make out what the noise is but you write it off as a machine whirring. You think is this gunpower powerful enough to blow the wall?

Answer: Burn all the gunpower,

Puzzle: Do not use anything but the gunpowder. Anything else will prompt an "unable to use"

Commands: look gunpowder- take gunpowder- use lighter

Room 6:

After blowing up the gunpowder, the crack is exposed and children start running out from the smoke. You realized You enter the smoke and you behold a prison room. This room where all evil owner kept all the children. You realized you are trapped in the room. The blast from the gunpowder alerted the guard and the guards are closing in. One of the last orphans who escaped from the cells, tells you that there is a windows that is not too far off to the ground

Answer: Use rope to climb down the roof

Puzzle: Must pick up one rope to climb down from the room

Commands: Look window-- use Rope--

Room 7:

After climbing down from the window, there is an eerily silence. You hear a low baritone growl. You look your left and you see a 200 pound pit bull that looks like it hasnt eaten for days. There is a shed on your right and a metal door 200 feet behind the pitbull

Answer: Go to the shed, uncover a door, open the door and enter a secret basement

Puzzle: Don't go to the door, since the door is locked and you don't have a key

Commands, Look shed- go Shed- use Shed- Use door- go basement

Room 8--walk around the shed, you can look are around, interact with objects like chair, dolls, cabinet etc.- find pablos watch. You see the ground is dusty- seems like something is under the cobwebs

Answer: Look at the table, there you will find a key as well as Pablos watch that you know Pablo will never leave behind unless he is

Puzzle: There is a trap door under some cobwebs- Error will give the user

Commands: Go Table- Take Key and Pablos watch -look cobwebs-Use Key-

Room 9-- you use the key and it lead to another lower floor, you seem to hear a faint screaming coming as you walk down the stairs. There you see a cage full of another group of children. But there is no familiar face. In other words no pablo. You open the cage from the outside the children runaway . One of the kids say “ there is a secret door if you LOOK Right and push the wall:

Answer: Look to your right and user all, a door , a Secret door will appear

Puzzle: Remember to look right before use the door.

Command: Look Right- Use wall- Use Door

Room 10-- Find a pathway that leads to the outside

You don't remember the last time you smelled such fresh air. You can see the crack of light coming out from the door. You cannot believe if this is the end of your nightmare

Answer: Final stage, enter the final door and the game ends when you see the sun

Puzzle: this stage only requires the user to look at door and use the door. Everything else will prompt unable to be used.

Command- look door, user door

Final game ending text:

“ You are Free! Go enjoy your life! Although you did not get to chance to save Pablo but you are able to live your life peacefully. You vow to donate to a charity that helps trafficked children etc

GAME ENDS

