Pitch script – Concept 1

v1 28/10/2019 TCooper

**Narrator** Our first concept is a problem-solving quest. It could be multi-player but initially we will have just one

**Jeff** Ha ha haaaa, I am the evil wizard Jeff. I have captured you and thrown you in in my dungeon of doom. And there you shall stay with the other pathetic prisoners.

Or perhaps there is more fun is to be had!

I have it! I will release just one of you. Just for fun.

But, I will allow only one: Only the fastest shall I set free.

**Narrator** You are in darkness. A light a flickers and illuminates your way.

**Interface** The screen shows a timer.

**Jeff** Mwahaha you filthy rats, you have 30 secs to solve my ingenious math quiz.

And only one mistake will I allow. I would say good luck – but I don’t mean it.

**Interface** The timer starts. A series of Maths problems appear. If you enter the correct answer, a check mark appears. A cross is shown for an incorrect answer. You can re-enter incorrect answers till you get them right.

You can see other players progress (but not their answers) on the side of the screen. The time it takes to solve each puzzle will be randomized within limits.

**Narrator** The challenge ends when the timer finishes or the pass mark is achieved or another “player” wins.

If there is time left, it is added to your overall “sand” score.

**Jeff** Well done adventurer. You may keep the sands of time that you did not use. Maybe you will find use for it in the future. Now, where will you go?

**Interface** The player is shown 2 doors. They must choose one. Each will lead to a new room.

**Narrator** Each room gives you the opportunity to win more sand. Some rooms give a choice of direction, some do not. You must complete a series of rooms. Until you get to the final challenge which is a puzzle to get a key to unlock the door of the dungeon.

The sand that you won from each room is added to your Hourglass. The more rooms you completed successfully, the more time you have to solve the challenge.

There are two end scenarios – one for if they don’t complete the end game:

**Jeff** “hah you’re trapped forever”.

**Narrator** The other if the player wins and escapes:

**Jeff** “Grrrr, I’ll get you next time”

**Narrator** There are