

The Dark Lady Awakens

A Cat-Call



Team



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1 Changelog

Who	When	What
Micheal	16/10/2020	Document created
Giuliana	16/10/2020	Added high concept
Micheal	18/10/2020	Added images subfolders structure and Removed generic relations map
Micheal	18/10/2020	Added a just slightly overly long story and DOD
Giuliana	18/10/2020	Added settings, images
Luca	19/10/2020	Added Minerva, added templates for chars, fixed typos
Luca	20/10/2020	Added Albus story and circumplex, scaled some pics
Luca	21/10/2020	Added Myrtle and Tom story and circumplex, scaled some pics
Giuliana	24/10/2020	Added world map
Giuliana	25/10/2020	Added world diagram
Luca	04/11/2020	Reviewed
Luca	07/11/2020	Added themes
Giuliana	07/11/2020	Insert level
Micheal	07/11/2020	Reviewed
Micheal	09/11/2020	Added synopsis
Everyone	09/11/2020	Final review
Giuliana	22/11/2020	Change high concept, title, data storage
Micheal	22/11/2020	added data formats to the DOD
Everyone	27/11/2020	Reviewed level (+added ideas), updated goal outline
Micheal	29/11/2020	Translated level thingy, added notes, to be discussed
Luca	09/12/2020	Review of level story
Giuliana	01/12/2020	Added second part of content
Luca	02/12/2020	Various fixes and additions for consistency in DOD, new exports
Giuliana	02/12/2020	Added gameplay skeleton
Luca	06/12/2020	Added legend for lvl flowchart, added sleep option in fight
Giuliana	08/12/2020	Added gameplay elements
Luca	10/12/2020	Added first draft of lvl flowchart
Giuliana	10/12/2020	Added ingredients
Micheal	11/12/2020	Added spell trees, reorganized items folders
Luca	14/12/2020	Added wand, jewels description, images, small fixes
Giuliana	14/12/2020	Added enemies chart and FSM cerberus
Luca	15/12/2020	Added stat sheets, small fixes on GD and DOD
Micheal	16/12/2020	Change file in latex, Add comments and Minerva,clear command

Luca	16/12/2020	Added level world, chars, outline, world, chars, outline, world added Game world, settings, game story, level story
Giuliana	16/12/2020	added gameplay characters and enemies chart
Giuliana	16/12/2020	added images command, changed goals outline time spacing
Micheal	17/12/2020	Added palette and sound to lvl world, scope lvl
Luca	17/12/2020	added game play elements tex
Giuliana	17/12/2020	changed margins, broken all pictures, finished first page, some level design stuff, added new map source, map source, arrowslit,updated scripts, removed individual levels from ToC,Puzzle Mechanics
Micheal	18/12/2020	Added first draft lvl diagrams,Added lvl diagrams with meters
Luca	18/12/2020	,fixed img and added fsm, change log, target,insert spells
Giuliana	18/12/2020	Added spells pictures
Micheal	19/12/2020	Updated lvl diagrams,Fixed spell errors, better descriptions
Luca	19/12/2020	fixed spells,added spells tree,insert img utility spells,fixed img, added log and fixed files
Giuliana	19/12/2020	

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2 Game Design

2.1 High Concept and Themes

2.1.1 High Concept

"The dark lady awaknes" is a 2D-Rpg single player game. The game is set in the Hogwarts's school and its surroundings. The story revolves around Minerva McGonagall, a young promising witch studying hard to become a master of Transfiguration. During her seventh year, she will become friends with a peculiar student, Delphini Lestrange, whose life seems to be wrapped in mystery until her arrival at Hogwarts. Delphini's true goal, which Minerva is unaware of, is to find a promising student in order to help her father Tom Riddle win the First Wizarding War, hoping that will prevent the death of her parents. Minerva will be shaken when her dear friend Myrtle is found dead in the girls' bathroom, with no suspect. With a void in her heart overwhelmed by sorrow and grief, she cries for help: Delphini and the professor Albus Dumbledore come to her aid in order to discover the truth and find the culprit. However, there was bad blood between Dumbledore and Delphini, since her very arrival at Hogwarts, leading to distrust amongst each other. Minerva is forced to choose who to believe and discover the truth behind the crime through player's choices: you can take sides with Delphini or with Dumbledore.

2.1.2 Target audience

The target audience is primarily comprised of existing Harry Potter fans, of any age. The game is not intended to be an entry point to the Harry Potter franchise. The presence of a well known character, Minerva, is what should attract players to try the game, but it's the presence of a less character absent in both the books and the movies, Delphini, that should keep the players interested. The game would have an age rating of 16+. Being built on puzzles and turn-based combat we expect players to be more on the thoughtful side, but at the same time it should be dynamic enough avoid making other kind of players bored, so that they can still enjoy the plot.

2.1.3 Themes

Friendship is powerful Bonding with others is essential in order to overcome great obstacles and grow in one's life. In our case, the relationship between Minerva and Delphini can make the difference between the safety or the early demise of the Wizarding World as we know it.

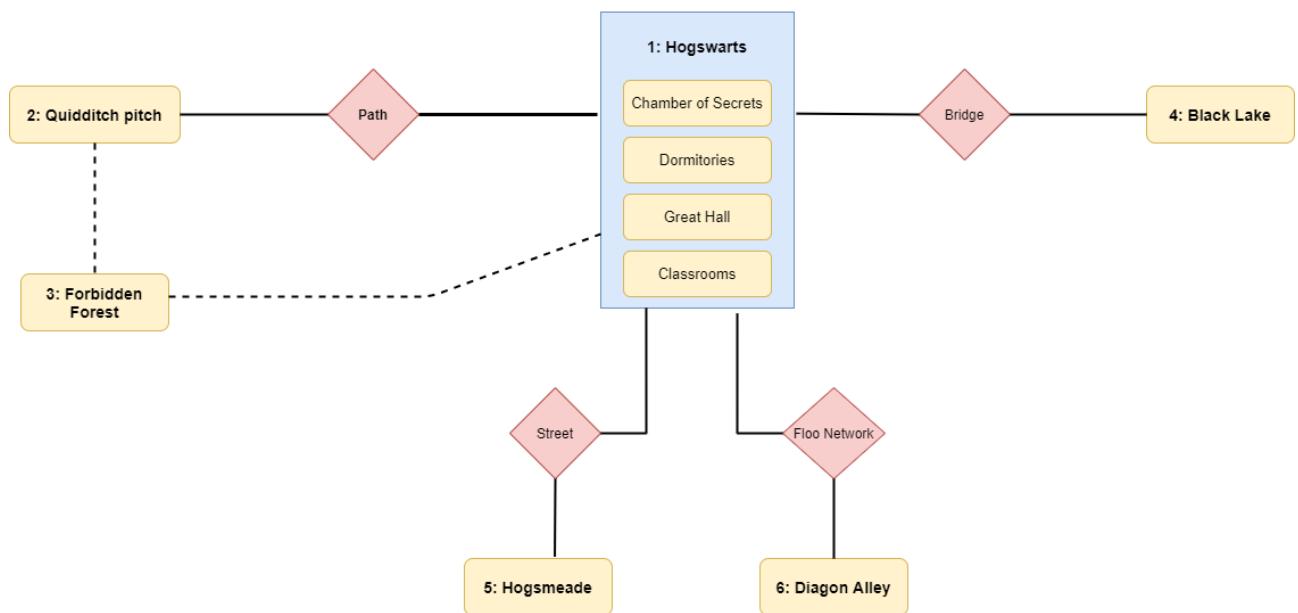
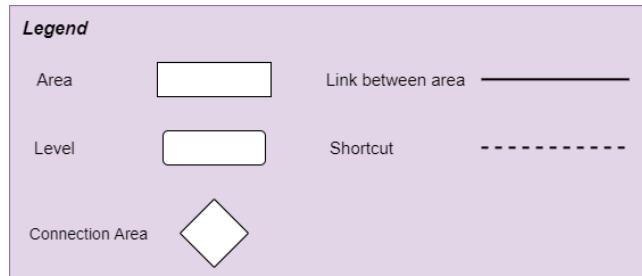
Question everything It's easy to trust blindly one person because of a blood or friendship relationship; however, one must always develop a critical eye and be ready to question everything and everyone. Minerva isn't aware she's being brutally manipulated by Delphini, as the latter is by her stepfather Rodolphus: only pondering on it can lead to an early discovery of an impending calamity.

Mistakes happen, everyone deserves a second chance If someone truly repents of his misdeeds, he should not be ostracized but helped to redeem himself. Even if Delphini manipulated Minerva, the latter recognizes it was because of her past and her father's influence, eventually forgiving her.

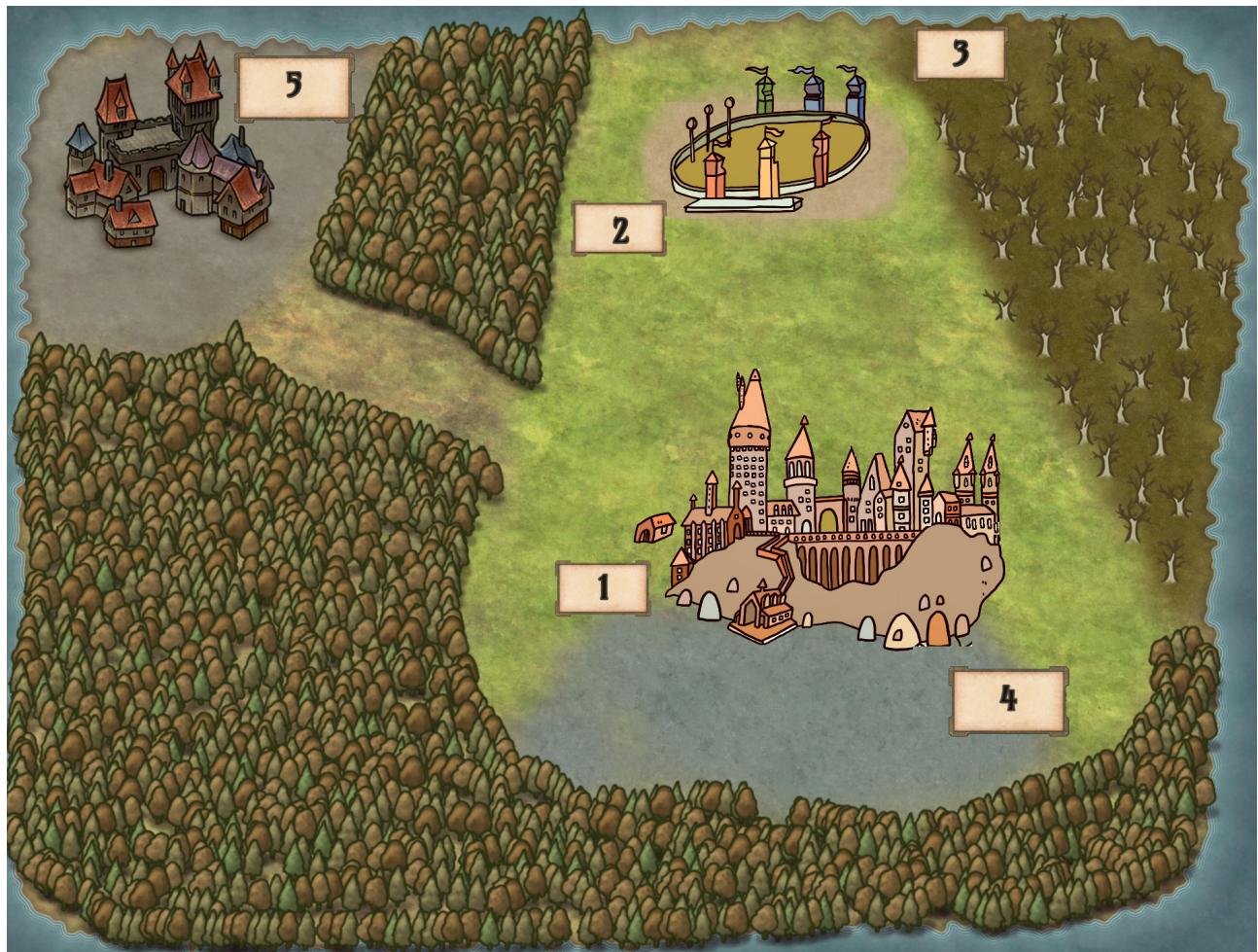
Actions have consequences Should Minerva blindly follow Delphini until the very end, she will become a death eater and join Tom Riddle in his escalation for power. On the other hand, if Minerva will be able to find fallacies or contradictions in Delphini's background and motivations, through clues or discussion, she might disrupt the foul plan, potentially saving her friend from hers lust for vengeance.

2.2 Game World and Settings

2.2.1 World Diagram



World Maps





Legend	
1	Hogwarts
2	Quidditch pitch
3	Forbidden Forest
4	Black Lake
5	Hogsmeade
6	Diagon Alley

2.2.2 Settings

Hogwarts Hogwarts is a School of Witchcraft and Wizardry. It is located in the Highlands Scots, in the United Kingdom. Surrounded by the Black Lake and the Forbidden Forest, the school's castle has its roots at the end of 10th century, which grandeur made it one of the most important schools in the magical world. On the outside, many towers connect the various rooms and halls. In addition, it is surrounded by a green meadow, a Quidditch pitch and other annexed structures, such as the "Keeper of the keys" hut, game and grounds and the green house, where Herbology lessons are held. On the inside, there are seven floors that host classrooms, four dormitories, one Great Hall, and other mysterious rooms. The school has 142 stairways, which each of them seems to have a life of its own as they have fun to change their position and cause poor students to go astray. It is wrapped by many magical protections, making it invisible to muggles: only wizards can live in this castle.



Great Hall The Great Hall is a common place, where all students, the professors, the principal and other staff members of the school gather for the various meals of the day. Furthermore, it acts as a study room, leisure room and ceremonies room. It is composed by four large tables placed vertically, one for each of the houses present in the school, and one large table placed horizontally for the professors and the principal. The Hall is illuminated by thousands of candles that make it cozy and warm for the students. On the ceiling, there is a sky created by a magic spell which mimics the outside. For each recurrence, the hall is embellished, like for Christmas or the Yule Ball.



Classrooms The classrooms are in various areas of the castle, both inside and outside. The lessons are usually divided into theoretical and practical: the classrooms hosting the practical lessons were embellished according to the topic of the lesson. A great example is Potion-Mixing Room, which has for each bench a cauldron where the student can mix up concoctions and other recipes. The classrooms outside the castle are the Herbology greenhouse and the Quidditch pitch for the Flying Broom lessons.



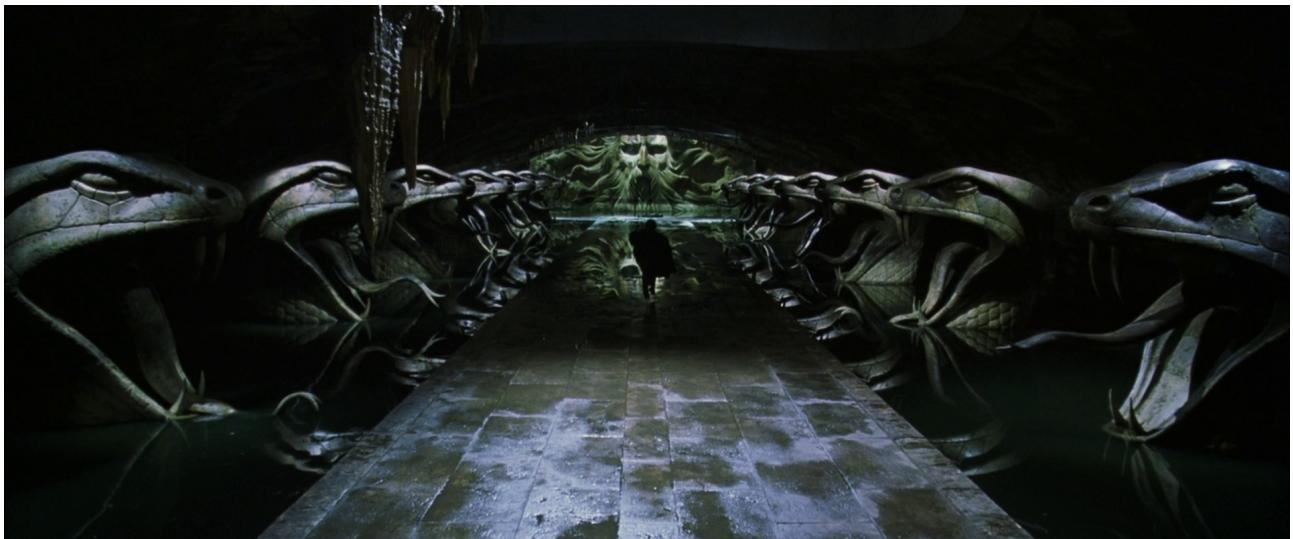
Dormitories The students are sorted in one of the four Houses present at Hogwarts: Gryffindor, Hufflepuff, Ravenclaw, Slytherin. The Dormitories serve as bedrooms and as a meeting place for students from the same house. Each House is different from the other, in colors and values, and this is represented through decorations and through the students' uniforms. The dormitories are entrusted to a professor and two prefects (two last year students chosen to enforce the rules within their house). The bedrooms are shared for multiple students with four-poster beds, except for the prefects who have their own private room.



Quidditch pitch A huge pitch where students can play Quidditch and train themselves. It is oval in shape and is about 165 meters long by 60 meters wide. At each side there are three goal points of different heights, while below there is a sand area used to soften the falls of the goalkeepers. The surface of the pitch is usually grass, but in some cases, it can be sand or even water. There are several towers for spectators.



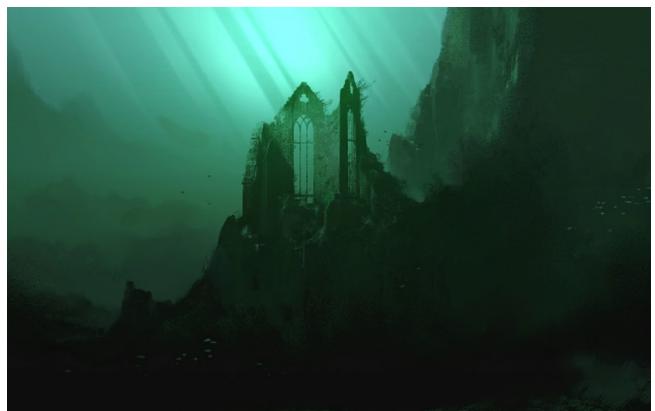
Chambers of Secrets It's a secret room under the Hogwarts foundation. The entrance is in the girls' bathroom on the second floor and requires saying a secret word in parseltongue for the secret passage to open up. The room is gloomy and dark and has a long corridor where statues in the shape of a snake's head are placed on the sides. In the center stands a colossal statue by Salazar Slytherin, the ancestor and founder of the Slytherin house.



Forbidden Forest It is a large woodland that surrounds part of the castle. It is an area that holds many secret and dangerous wild creatures, such as werewolves, but also beneficial ones, like unicorns. It is also home to many villages, such as the centaur one who take care of the woods. The Forbidden Forest, however, is still considered a place that houses dark entities: as a matter of fact, at night it is impractical to walk in the forest, as if the trees hold inside all the darkness. Even during the day it is very difficult to walk along the path. It is for all these reasons that students are usually denied access to it.



Black Lake A large obscure lake located south of the castle. It is home to various magical sea creatures such as giant squids, mermaids and many more. The seabed temperature is very low, making it a favorable place for algae and other underwater vegetation. Venturing too deep is dangerous since many were attacked and trapped by merpeople.



Hogsmeade Picturesque little village near Hogwarts, inhabited only by wizards. Students can usually frequent it during holidays or weekends; they are easily attracted to this village because there are numerous entertainment places, such as pubs, shops. The most famous are The Three Broomsticks or the Zonko's jokes and tricks shop. It is also the terminal station of the Hogwarts Express.



Diagon Alley It's a magical side-street accessible from the muggle city London. To enter Diagon Alley, you need to give a tap on the right bricks of the wall behind Leakey Cauldron, which will move and reveal the entrance to the street. It can also be accessed via Flying Dust or dematerialization. The magic street has various important magical shops, such as Ollivander's Wand store.



2.3 Game Story

2.3.1 Synopsis

Introduction Years after the Battle of Hogwarts, Delphini Lestrange meets her stepfather, who convinces her to embark in a mission into the past in order to save her family. She goes back thanks to a gifted timeturner and meets Minerva.

Daily life at Hogwarts School starts and Minerva first meets Delphini as a new student in the Black Lake whereabouts. During the first part of the year Minerva deepens her relationship with Delphini as they meet together with Myrtle to study.

Petrified Suddenly some students are found petrified around the school. The air is full of tension, and everything escalates when Myrtle is found petrified too. Minerva and Delphini start to investigate.

To Trust or Not to Trust Tom Riddle accuses Hagrid of keeping in secret the monster who caused all the deaths. When Aragog was discovered, Hagrid is banished from the school despite Albus Dumbledore defending him. Delphini becomes suspicious of both Tom and Dumbledore. However, she only talks to Minerva about the latter.

Final Confrontation Minerva and Delphini reach Dumbledore's office, either to confront him (Minerva trusts Delphini), tell him the truth (Minerva trusts Dumbledore, Delphini's friendship is strong), or fight each other (Delphini's friendship is weak).

2.3.2 Story

Background Few years after the Battle of Hogwarts Delphini Lestrange is visited by her step-father Rodolphus Lestrange, who escaped from Azkaban to meet her and reveal that she was Voldemort's daughter. Fast forward to 2007, Delphini learned a lot from her stepfather. He convinced her that had Voldemort won the First Wizarding War, the Second one would not have happened, and her family would still be alive. During her birthday, Rodolphus gifted her a Timeturner, a falsified Hogwarts Acceptance Letter for the year 1942, a mission, to find some powerful student to help Tom Riddle in the First Wizarding War, and a hope: to prevent the death of her family.

Introduction It's Minerva's 7th year at Hogwarts. She became acquainted with a new student: Delphini. Minerva had few friends; one was Myrtle Warren.

Rising Action Minerva quickly got closer to Delphini, they started studying together. Sometimes Delphini would surprise her teaching her things she did not know. Delphini also helped her getting more familiar with the Animagus powers to which she had been introduced by her Transfiguration teacher, Dumbledore. Meanwhile Delphini met her father, Tom Riddle. She told him about his future defeat during the First Wizarding War, then offered to help him winning it. Dumbledore was secretly keeping an eye on Delphini, having found out her letter was falsified, and having troubles discovering anything about her past.

Climax One day Delphini told Riddle about Slytherin's Chamber of Secrets. Riddle opened the Chamber and found the Basilisk. In the following days students were found petrified, causing an atmosphere of fear. All escalated when Myrtle was found petrified.

Falling Action Minerva and Delphini started to investigate about what we're going on. Delphini began suspecting her father was behind the attacks, but never revealed these suspects. When Tom Riddle found out about Hagrid keeping in secret an Acromantula, Aragog, in order to prevent the school from being shut he reported that to the headmaster of the school, Dippet, implying Aragog was behind the attacks. Hagrid was then expelled, and the school remained open. Riddle never told Delphini the truth, and she started suspecting Hagrid was the real villain. She began pushing the investigation towards that path and started pointing out how Dumbledore kept defending Hagrid.

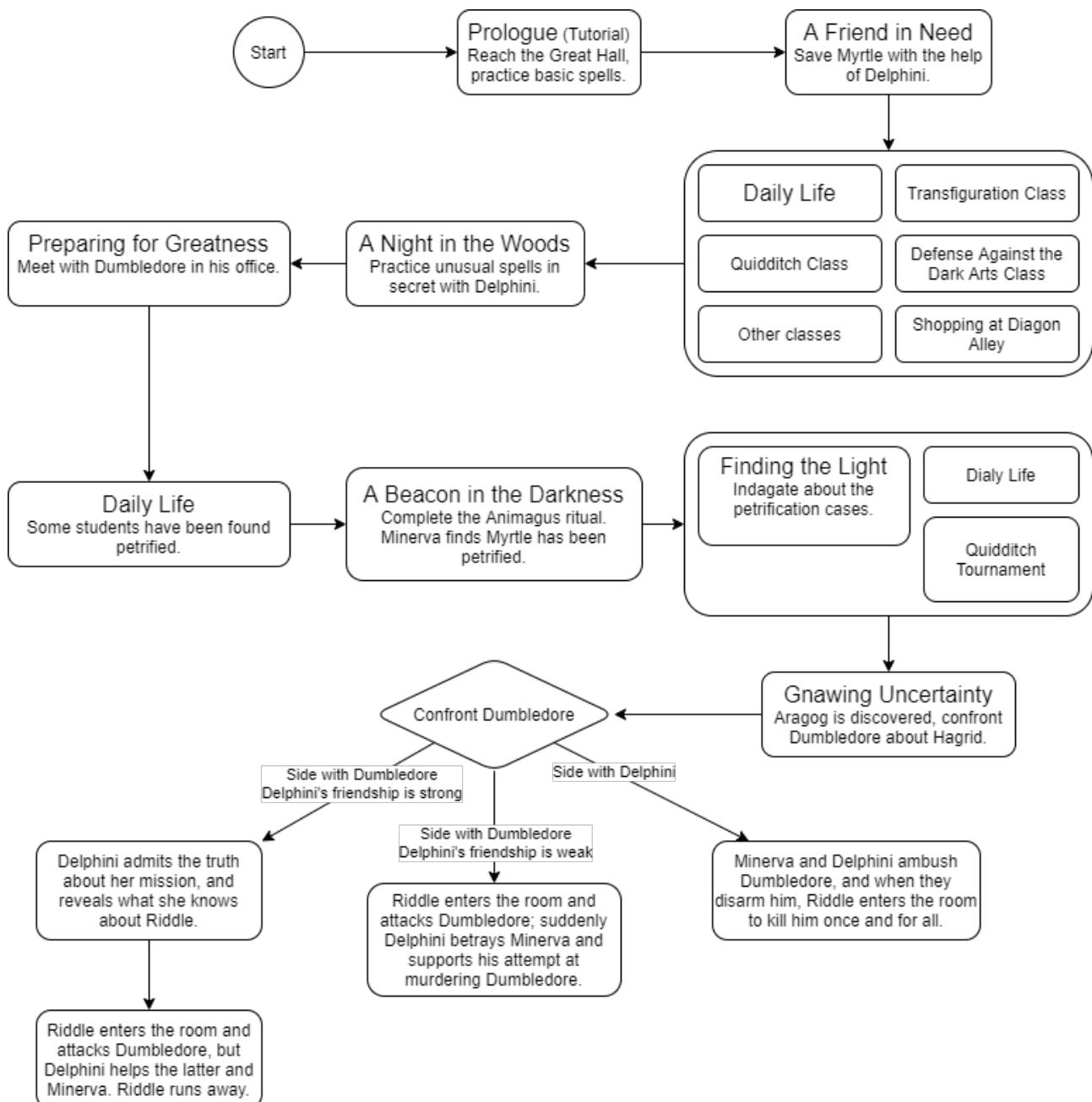
Resolution At that point Minerva had to make a choice:

side with Delphini They go confront Dumbledore, who by then found out the truth about Delphini. Dumbledore tries to attack Delphini but retains from harming Minerva despite Minerva helping her friend. Finally, Minerva disarms Dumbledore, when suddenly Tom Riddle reaches the room and kills Albus.

side with Dumbledore; her relationship with Delphini is strong Delphini will follow Minerva to Dumbledore's office and reveal the truth about her admission, her mission, and reveal her suspicion about Riddle being behind the attacks. The three would be interrupted by Riddle, and a fight would start; as soon as Riddle realizes he is going to lose, he escapes in a cloud of smoke.

side with Dumbledore; her relationship with Delphini is weak Delphini will follow Minerva to Dumbledore's office pretending to be on her side, only to suddenly attack them both together with Riddle as soon as he walked past the door behind them.

2.3.3 Story flowchart



2.3.4 Enemies Chart

ENEMIES	1 (Tutorial) Level	2 Level	3 Level	4 Level	5 Level	6 Level	7 Level	8 Level	9 Level	10 Level
Hinkypunks	X		X		X	X				
Grindylow			X							
Mermaid				BOSS						
Pix				X		X	X		X	
Flying books				X		X	X		X	
Salamander					X	X				
Centuar					X	X				
Acromantula					X	X				
Werewolf					X	X				
Grawp					X	X				
Death's-head Hawk Moth						BOSS				
Cerberus								BOSS		
Dumbledore										BOSS
Tom Riddle										BOSS
Delphini										BOSS

2.4 Levels and Goals Outline

Level 1: A quick refresher (tutorial) *[Hogwarts]*

- 1) Reach the common hall
- 2) Search for your friend Myrtle
- 3) Help her revise for her next exam
 1. Practice common spells
 2. Look up on the books for basic potions and its ingredients

Level 2: A friend in need *[Black Lake]*

- 1) Reach the Black Lake shore to unwind a bit after all that study
- 2) Approach the screaming girl
- 3) Save Myrtle from the mermaid!
 1. Help the girl find her wand stolen by Grindylows
 2. Interrogate the Grindylows
 3. Reach the cave for clues
 4. Release Myrtle and fight the mermaid
- 4) Bring Myrtle back to the infirmary

Level 3: A lesson to remember (hub level) *[Hogwarts, Quidditch Pitch, Hogsmeade, Diagon Alley]*

Classes (minigames), free exploration, shopping

- 1) Follow mandatory Transfiguration and Quidditch classes

Level 4: A night in the woods *[Forbidden Forest]*

- 1) Sneak past the professors and the prefects to get out the castle
- 2) Meet up with Delphini and reach the Forbidden Forest
- 3) Practice with her combined spells
- 4) Fight the enraged centaurs on the way back

Level 5: Preparing for greatness *[Hogwarts]*

- 1) Meet with Dumbledore in his office
- 2) Scout for ingredients
 1. Get a mandrake leaf from the Herbology Lab
 2. Get a teaspoon of "unscathed" dew
 3. Get a chrysalis of a Death's-head Hawk Moth

Level 6: Waiting for the Storm (hub level) [*Hogwarts, Quidditch Pitch, Hogsmeade, Diagon Alley*]
Classes (minigames), free exploration, shopping

Level 7: A cat-call [*Forbidden Forest, Hogwarts*]

- 1) Complete the Animagus ritual in the Forbidden Forest
 1. Wait for the storm to begin
 2. Recite the incantation
- 2) Survive the Cerberus ambush
- 3) Return to dorms
 1. Steal keys from the caretaker
 2. Sneak past the caretaker and the prefects
 3. (Optional) Help Delphini to return to her dorm unseen

Level 8: A ghastly moan (hub level) [*Hogwarts, Quidditch Pitch, Hogsmeade, Diagon Alley*]
Classes (minigames), free exploration, shopping

- 1) (Optional) Attend to the Quidditch tournament
- 2) Look for Myrtle in the bathrooms in cat form to surprise her
 1. Escape and avoid the mysterious shadow
- 3) Inform Dumbledore and Delphini of the incident

Level 9: Gnawing uncertainty [*Hogwarts*]

- 1) Investigate the bathrooms with Delphini for clues
- 2) Confront Dumbledore on what happened to Hagrid
- 3) Gather information on him with Delphini
- 4) Discuss with Delphini

Level 10: The last stand [*Dumbledore's office, Hogwarts*]

- 1) Confront Dumbledore with the found clues
- 2) Choose to believe Dumbledore or Delphini

Scope The game is about 8-9 hours long, but this measure is only indicative as it can depend on how much time the player spends exploring, doing optional classes and quidditch and other activities in the hubs.

Level	Duration
A quick refresher	30 min
A friend in need	1 h
A lesson to remember	20 min - 2 h
A night in the woods	1 h
Preparing for greatness	1 h
Waiting for the Storm	30 min
A cat-call	1 h
A ghastly moan	40 min - 2 h
Gnawing uncertainty	1 h
The last stand	30 min

2.5 Characters

2.5.1 Minerva McGonagall

Description Minerva is a black-haired half-blood witch, daughter of his muggle father and her witch mother.

She is a talented student at the Hogwarts School of Witchcraft and Wizardry: after an Hatstall, which took the Sorting Hat five and a half minutes to decide if she was Gryffindor or Ravenclaw, she was Sorted into Gryffindor House.

Minerva is a Quidditch enthusiast and is particularly gifted at it too: this made her quite popular, letting her make a handful of friends including the shy and overlooked Myrtle Warren of the Ravenclaw House.

She has a soft spot for Transfiguration classes, a quality that made her the most outstanding student in this subject; her professor Dumbledore, charmed by her wits and her resourcefulness, decided to take her under his wing, ready to prepare Minerva for the greatest of the transfiguration skills: the Animagus transformation.



Backstory Minerva was born in a complicated family: her father Robert was a muggle Reverend while her mother Isobel was a successful Hogwarts-educated witch. After many years she confessed to her husband, which remained shocked and speechless. The trust between the spouses suffered a heavy hit, however they decided to stay together for the sake of their love and their children.

This event left a scar in Minerva, making her aware of the difficulties of the relationship between muggles and wizards; for this reason, she tried her best to help his two brothers to accept and control their magic abilities while growing in an all-muggle world.

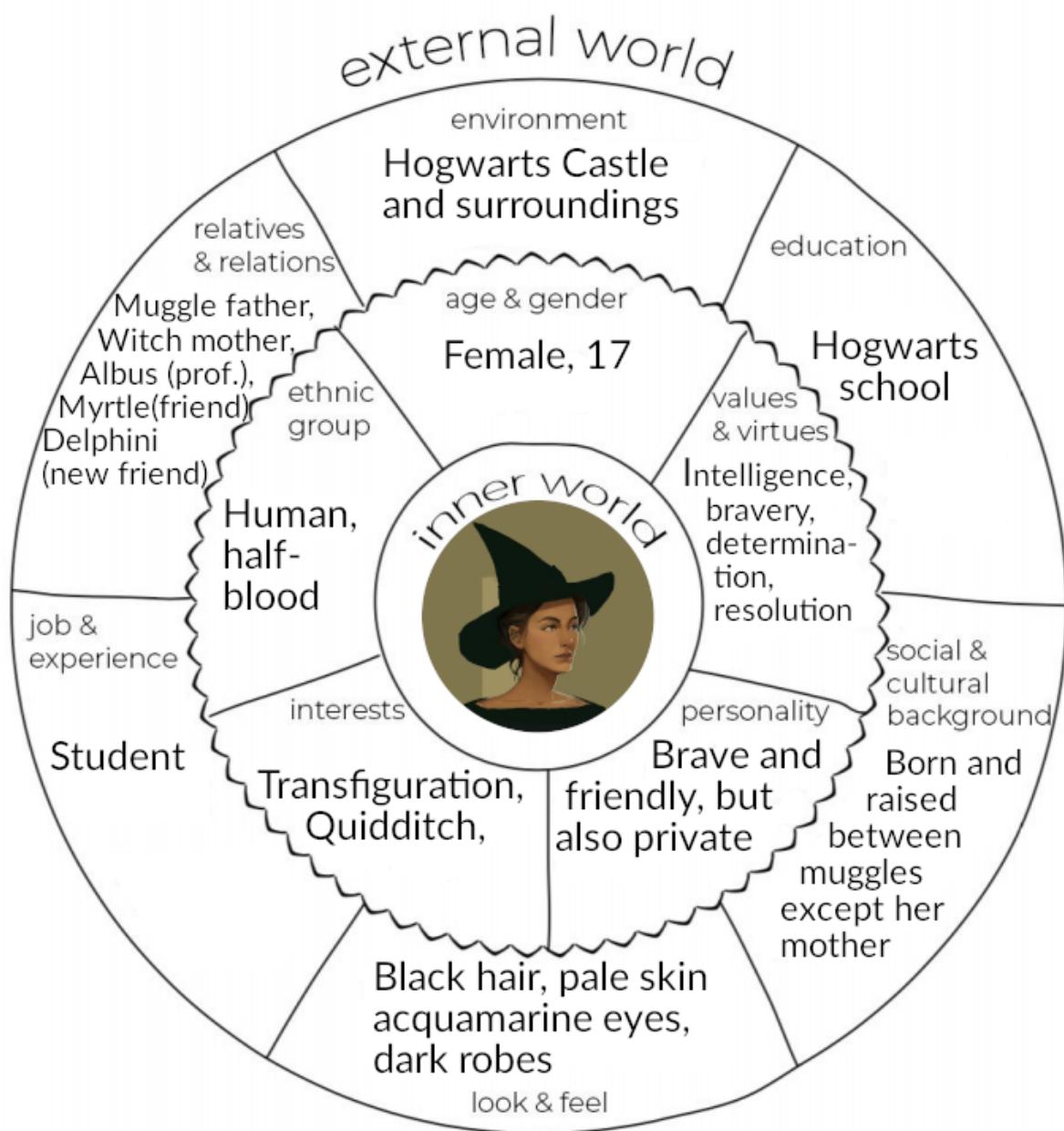


Figure 1: Minerva's circumplex

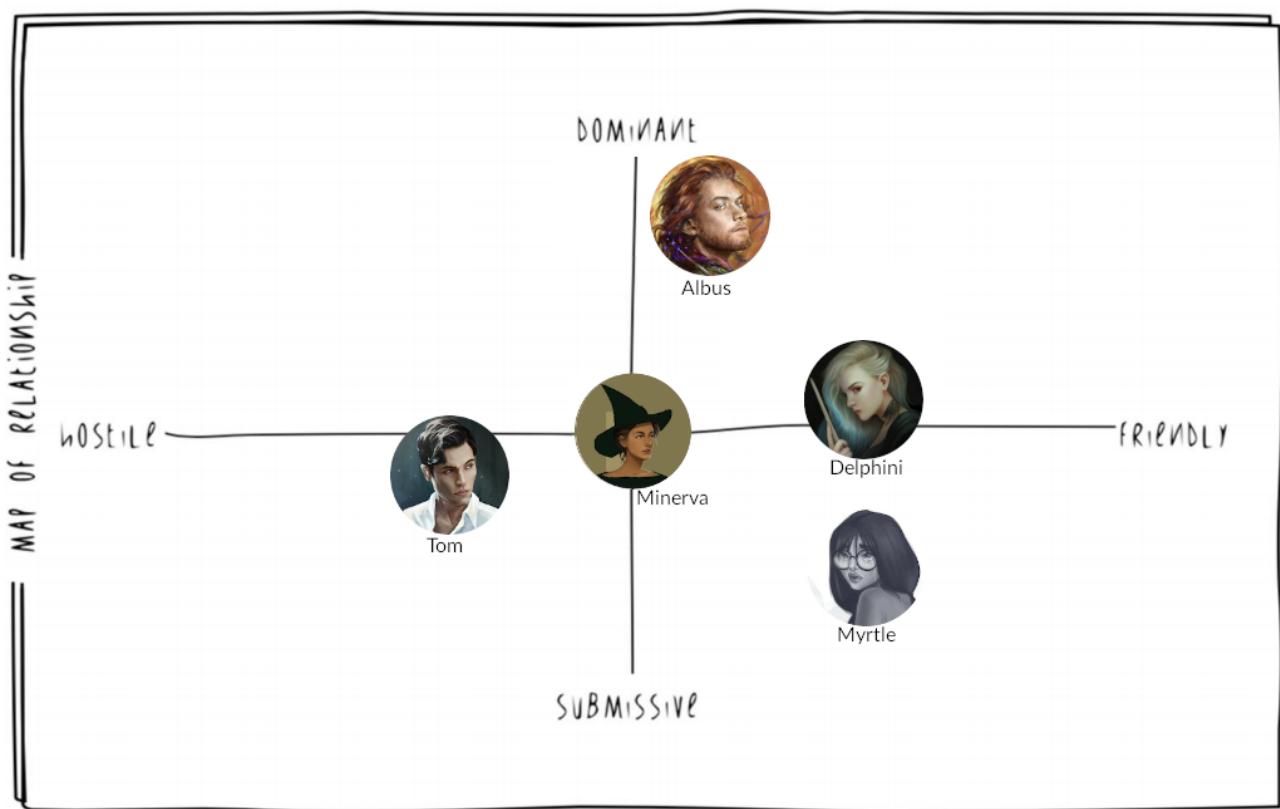
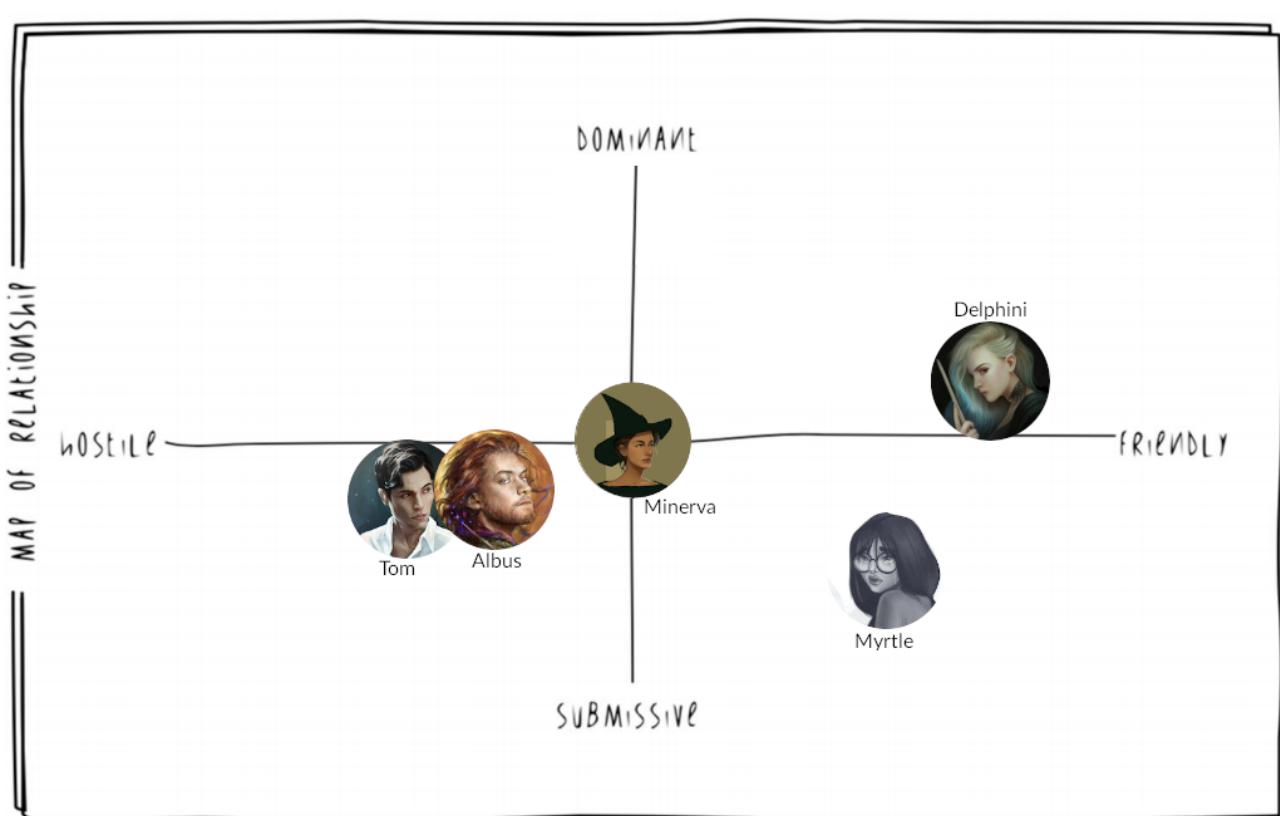


Figure 2: Minerva's relationship map



Minerva's relationship map after event

	<h1>Minerva</h1>				
		Background	Sage		
Race	Human	Alignment	Neutral Good		
Class	Wizard	Gender	Female		
Size	Medium	Height	1.8		
Vision	Normal	Weight	65		
Speed	30	Hair	Black		
Level	1	Eyes	Aquamarine		
EXP to next level		300			
HP	7	Hit Dice	Max Uses:	1	
			Dice Roll:	1d6	
AC	0	Melee To Hit	+ 1		
Initiative	0	Melee Damage	-1		
Proficiency Bonus	2	Ranged To Hit	+ 2		
		Ranged Damage	0		
Spell DC	15	Spell To Hit	+ 7		
Ability Scores		Modifiers			
STR	9	-1			
DEX	11	0			
CON	13	1			
INT	20	5			
WIS	18	4			
CHA	14	2			
Class Abilities		Description			
Wizardry		You're a hairy wizard. You have the ability to cast spells. In addition, once per day during a short rest, you can regain expended spell slots with a combined level that is less than or equal to half your Wizard level (round up), no slot may be higher than 6th level.			
		Skills			
Strength		-1			
Athletics		-1			
Dexterity		0			
Acrobatics		0			
Sleight of Hand		0			
Stealth		0			
Constitution		1			
Intelligence		7			
Arcana		7			
History		7			
Investigation		7			
Nature		5			
Religion		5			
Wisdom		6			
Animal Handling		4			
Insight		6			
Medicine		4			
Perception		4			
Survival		4			
Charisma		2			
Deception		2			
Intimidation		2			
Performance		2			
Persuasion		2			
Passive Perception		14			

Figure 3: Minerva's sheet

	Minerva Spells				
	Atk	Def	Utility	Buff	Debuff
Lv0	Stupef-icium	Protego minima	Lumos Accio Reparo	Revelio minima Guidance	Expelliarmus
Lv1	Incendio Baubil-lous	Ferula Protego	Fumos Leviosa	Empowering charm Engorgio/ Reducio	Petrificus Somnum
Lv3	Bom-barda Aqua Eructo	Episkey Finite Incantatium	Collo-portus Aloho-mora	Power of Belief Quickening Charm	Impedi-menta
Lv5	Expulso Dominus-terre	Expecto Patronum Re-enervate	Transfigu-ration Revelio	Salvio Hexia	Confundo
Lv7	Fiend-fyre	Vulnera Sanentur	Apparate	Occlumency	
Lv8	Lumos Solem	Protego Maxima	Portkey	Righteous Aura	

Figure 4: Minerva's spell tree

2.5.2 Delphini Lestrange

Description Delphini is a half-blood witch, born in secret in 1998 as the result of the relationship between Bellatrix Lestrange and Lord Voldemort. She appears as a pale girl, with silvery hair and blue tips.

After being grown and taught magic by Rodolphus, the husband of his mother Bellatrix, she is prepared and resolute about going into the past with the intent of changing the weave of fate, in order to avert his parents' premature death. Her mission is to try corrupt a young promising student into helping Tom Riddle, her father, win the First Wizarding War: that student will later be found in Minerva McGonagall.

Backstory Delphini was left orphan as a result of the Second Wizarding War: in her early years she was raised by Euphemia Rowle, a witch probably paid by her stepfather Rodolphus while he was convicted in Azkaban after the Battle of Hogwarts. For this reason, she did not attend Hogwarts and had little to no contact with other children: her main instruction came from her caretaker and Rodolphus himself, when he got released,



making her a cold calculator just like her father.

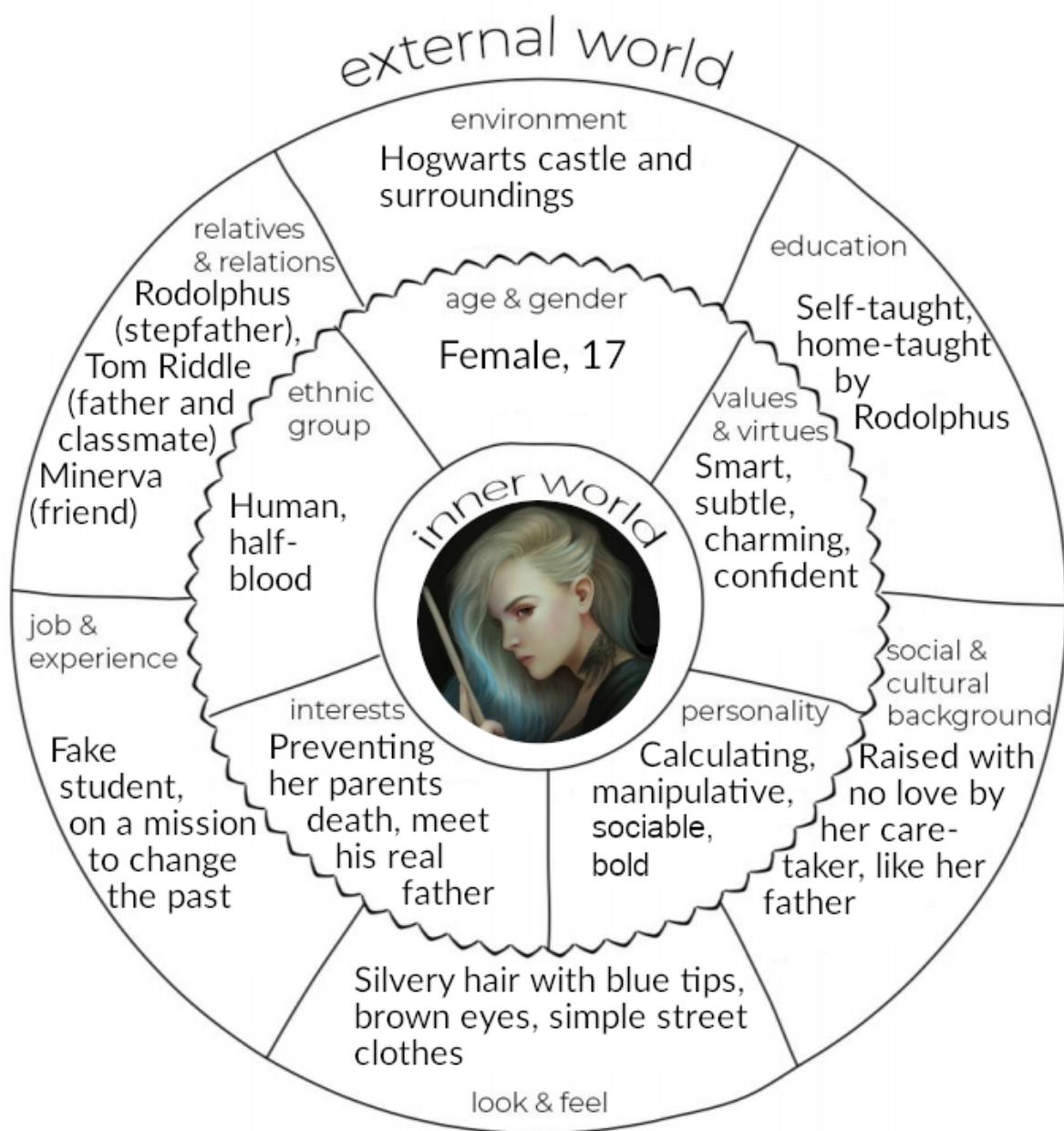


Figure 5: Delphini's circumplex

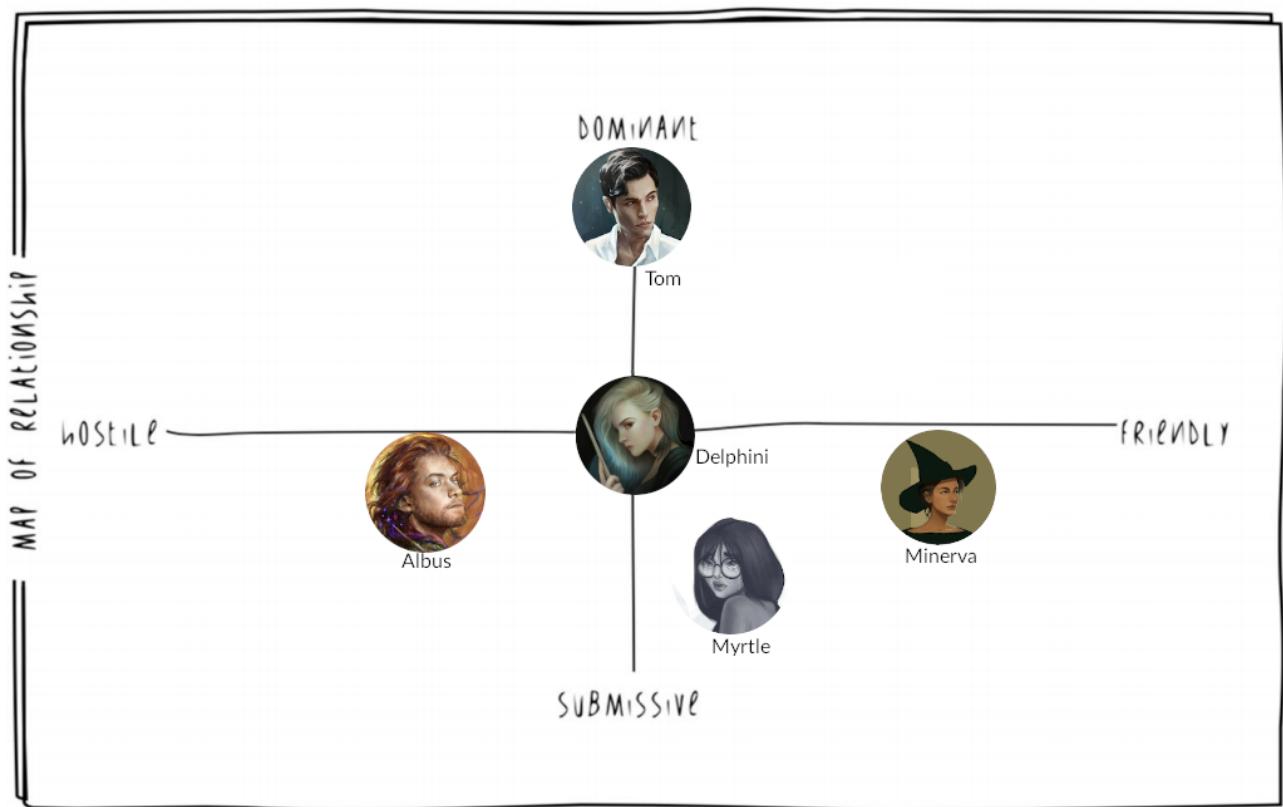


Figure 6: Delphini's relationship map

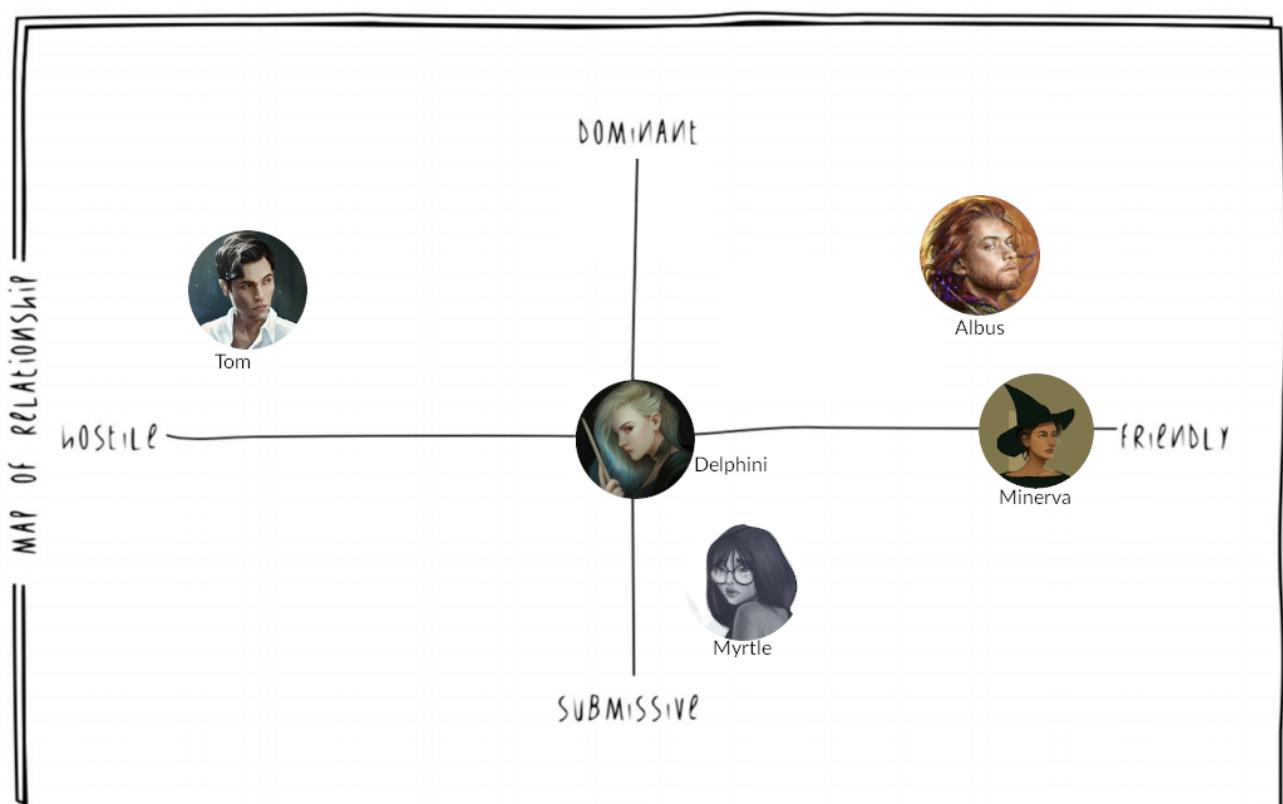


Figure 7: Delphini's relationship map

	<h1>Delphini</h1>																																																								
		Background	Sage																																																						
Race	Human	Alignment	Neutral Evil																																																						
Class	Wizard	Gender	Female																																																						
Size	Medium	Height	1.649																																																						
Vision	Normal	Weight	58																																																						
Speed	30	Hair	Black																																																						
Level	1	Eyes	Aquamarine																																																						
EXP to next level		300																																																							
HP	7	Hit Dice	Max Uses:	1																																																					
			Dice Roll:	1d6																																																					
AC	0	Melee To Hit	+ 1																																																						
Initiative	1	Melee Damage	-1																																																						
Proficiency Bonus	2	Ranged To Hit	+ 3																																																						
		Ranged Damage	1																																																						
Spell DC	14	Spell To Hit	+ 6																																																						
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Figure 8: Delphini's sheet

Delphini Spells					
	Atk	Def	Utility	Buff	Debuff
Lv0	Stupefi-olium	Protego minima	Lumos Accio Reparo	Revelio minima	Expelliarmus
Lv1	Baubil-lous Sectum- sempra	Protego	Fumos Leviosa	Empowering charm	Petrificus Somnum Rictum sempra
Lv3	Glacius Aqua Eructo	Episkey Finite Incantatium	Collo-portus Aloho-mora	Quickenig Charm	Impedi-menta Obscur / Fastronum Weakening Hex
Lv5	Expulso Immobilus	Re-enervate			Petrificus Totalus Confundo
Lv7	Crudio	Vulnera Sanentur			Mantra
Lv8	Feeble-mind Avada Kedavra	Protego Maxima			Imperio

Figure 9: Delphini's spell tree

2.5.3 Albus Dumbledore

Description Albus Percival Wulfric Brian Dumbledore is an auburn-haired half-blood wizard.

He is currently teaching at Hogwarts: formerly a Defense against the Dark Arts professor, now presides over the Transfiguration class. Amongst its students we can find the proficient Minerva McGonagall, with whom he had developed a friendly mentorship, the eerie but clever Tom Riddle and the newcomer Delphini Lestrange, which sparked some suspicions because of her unusual arrival.

Backstory Albus childhood was marked by tragedy by the attack of some muggle boys on her sister Ariana, who saw her performing magic and were frightened by what they saw. Some anti-muggle prejudice did develop in his early years, especially when he was in his relationship with Gellert Grindelwald, however he soon saw the error of his intent and changed his mind. This lead him to break his relationship with Grindelwald, followed by such a violent discussion that her sister Ariana was killed while trying to stop their fight.

From that experience, Albus changed completely, repudiating any possible anti-muggle or mage-elitist movement and fighting against them.

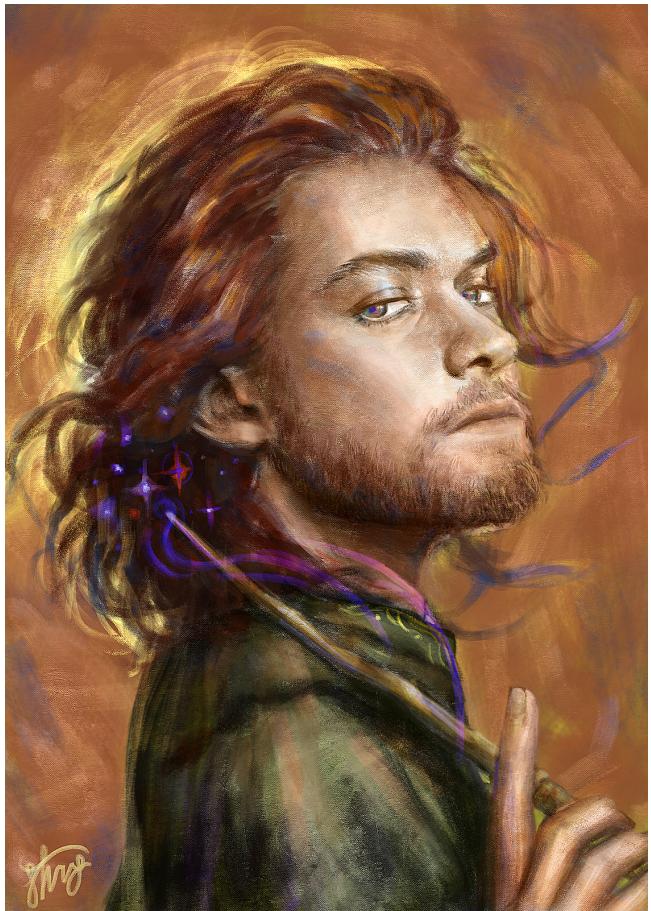




Figure 10: Albus's cirumplex

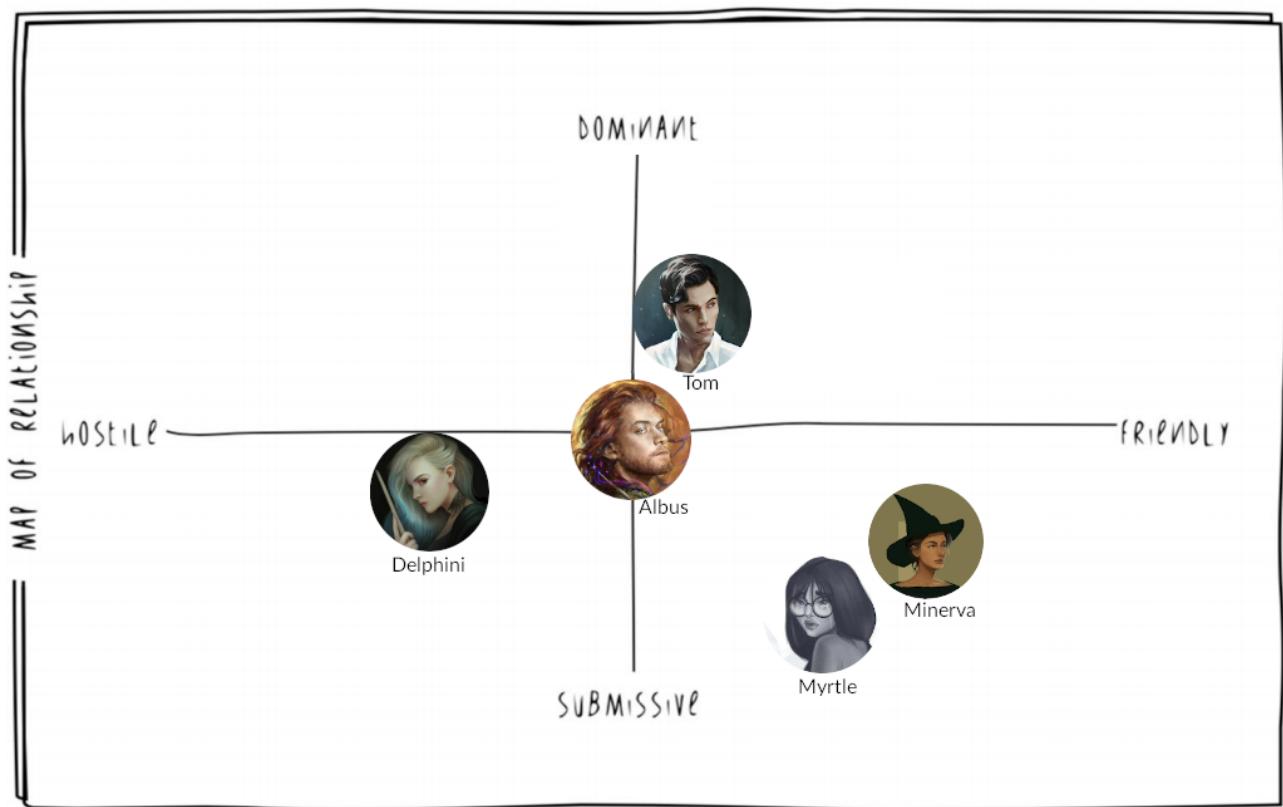


Figure 11: Albus's relationship map

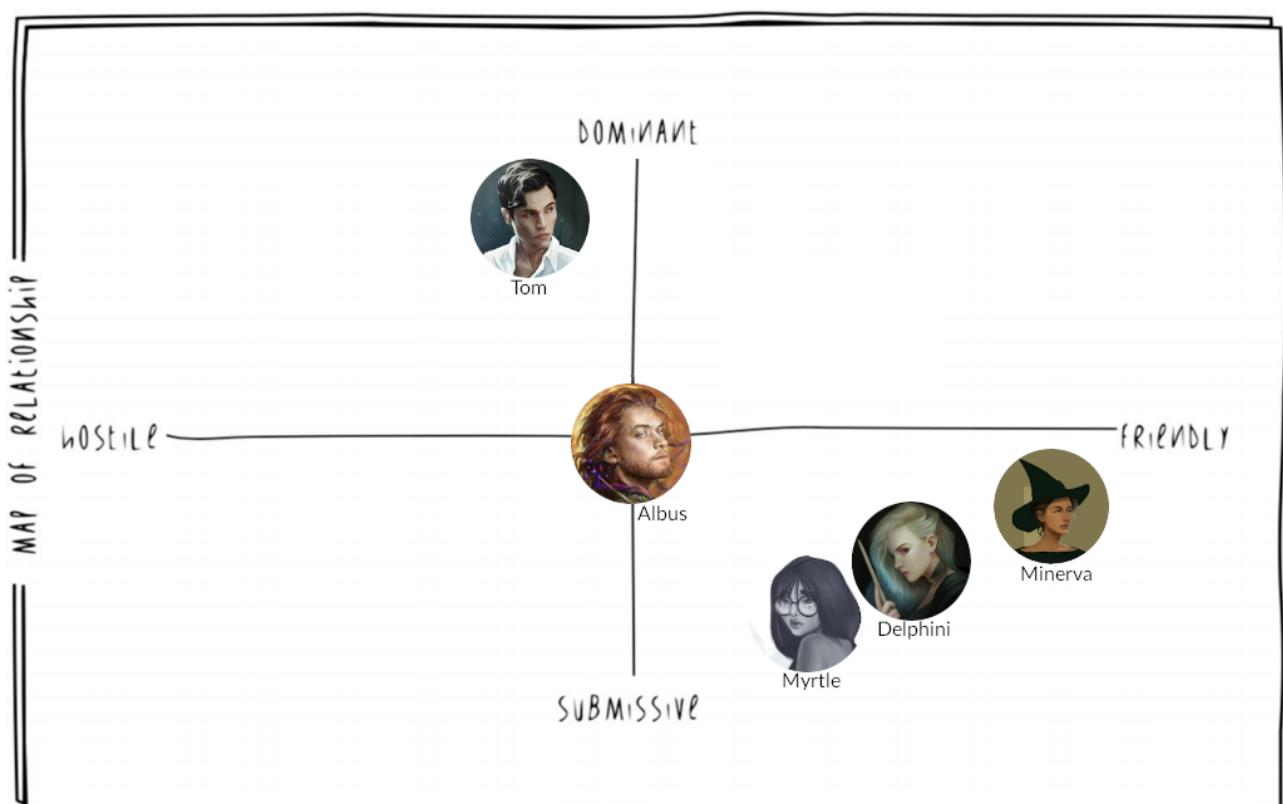


Figure 12: Albus's relationship maps after event

2.5.4 Tom Riddle

Description Tom Marvolo Riddle is a black-haired half-blood wizard. He is currently a model student at Hogwarts where he was sorted into the Slytherin House, a nod to his ancestor Salazar Slytherin; there he gained the sympathy of many amongst the school's staff and students thanks to his particular charisma and oratory abilities, notably professor Slughorn.

The sole exception to this was Dumbledore, who never forgot about his misdeeds at the orphanage, nor his unsettling behaviour during their first meeting: this made Tom realize his mistake of showing too much of his real self to Dumbledore, growing up to fear and despise him, unable to manipulate him anymore.



Backstory Tom Riddle was born in an orphanage in London, where his mother died shortly after giving birth to him. He grew up completely unaware of his wizarding heritage until he discovered that he could make things move without touching them, speak to snakes and... "make bad things happen to mean people". He finally understood the meaning of that after the meeting with Dumbledore, which convinced him to deepen his knowledge at Hogwarts, albeit feeling hindered by the rules.

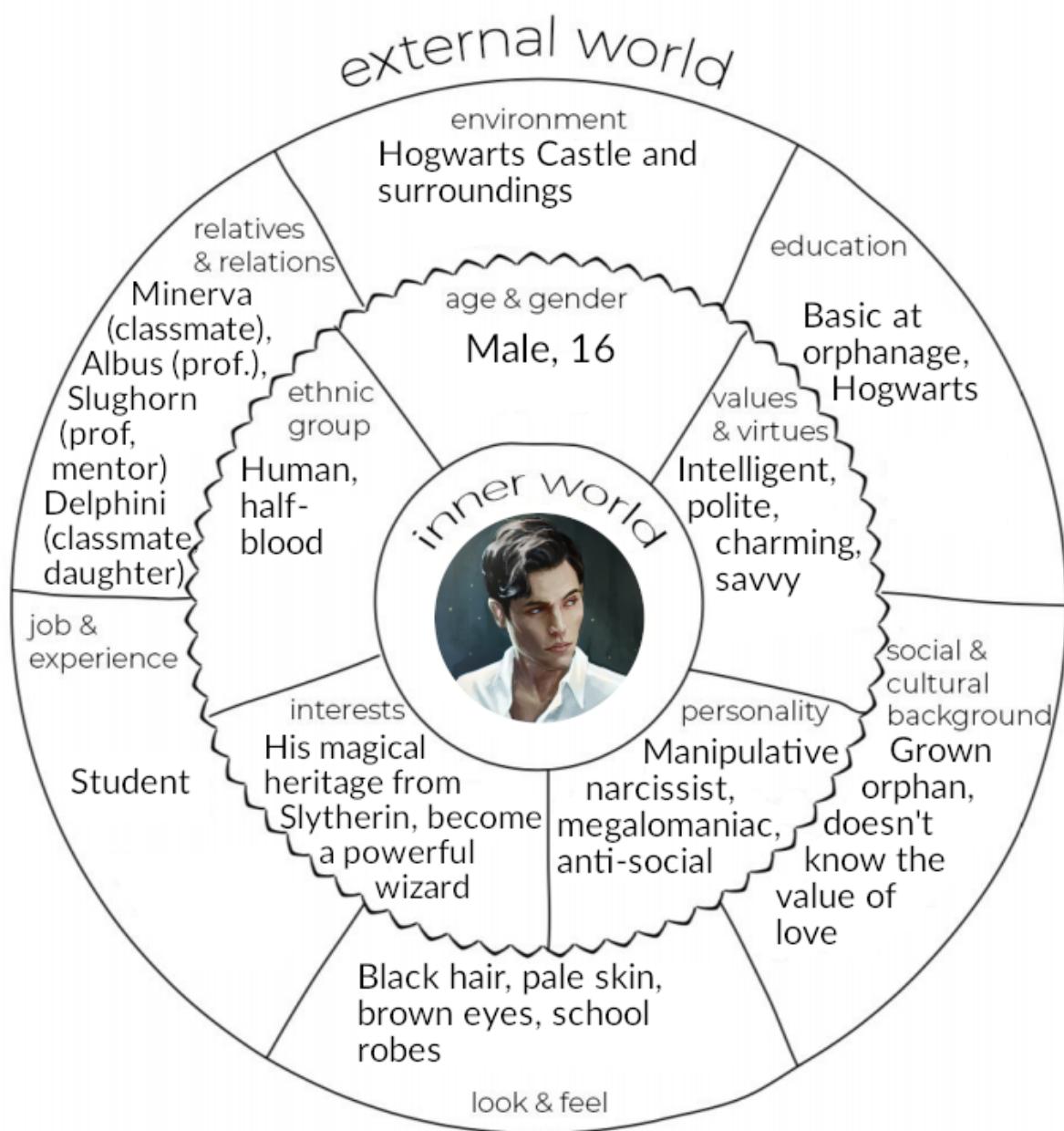


Figure 13: Tom's cirumplex

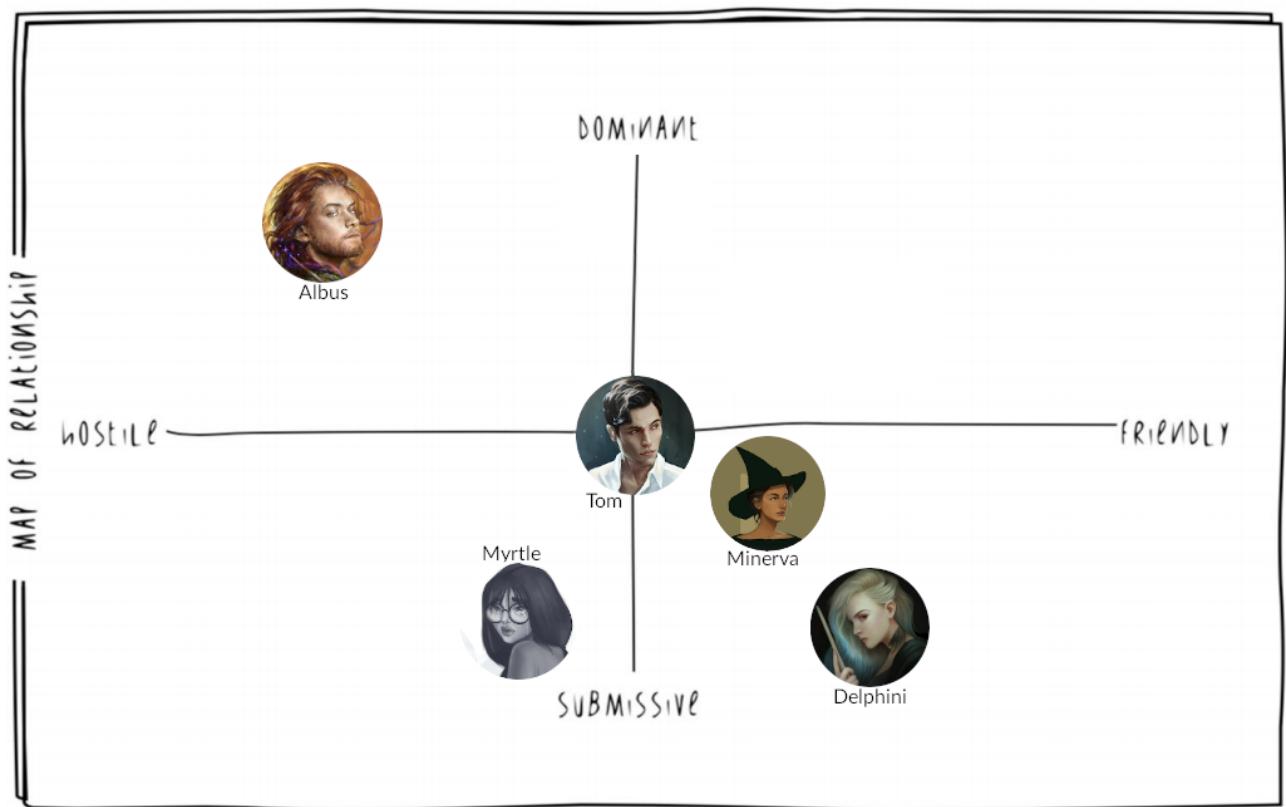


Figure 14: Tom's relationship map

2.5.5 Myrtle Warren

Description Myrtle Elizabeth Warren is a brown-haired muggle-born witch. She is currently a student at Hogwarts and was sorted into the house of Ravenclaw because of her witty and individual personality. However, this also backfired, as she was constantly bullied and mistreated for her peculiar aspect and temperament, gaining her the name of Moaning Myrtle because of her endless laments.

Nonetheless, she managed to make some friends, including the young Minerva McGonagall and the newcomer Delphini Lestrange.

As the events develop, she will die from the Basilisk petrifying stare, right after the opening of the Chamber of Secrets by the hand of Tom Riddle. She will return in a ghostly form, presiding the bathroom where she passed away. Talking to her about her death will only make her scream and disappear in tears.

Backstory She was born in a rather normal muggle family, discovering in time about her magical capabilities and receiving the Hogwarts enrollment letter. Muggle-born people were always discriminated against because of their unusual heritage and Myrtle was no exception: adding this to her shyness and looks, it made her the unfortunate laughingstock amongst her classmates.



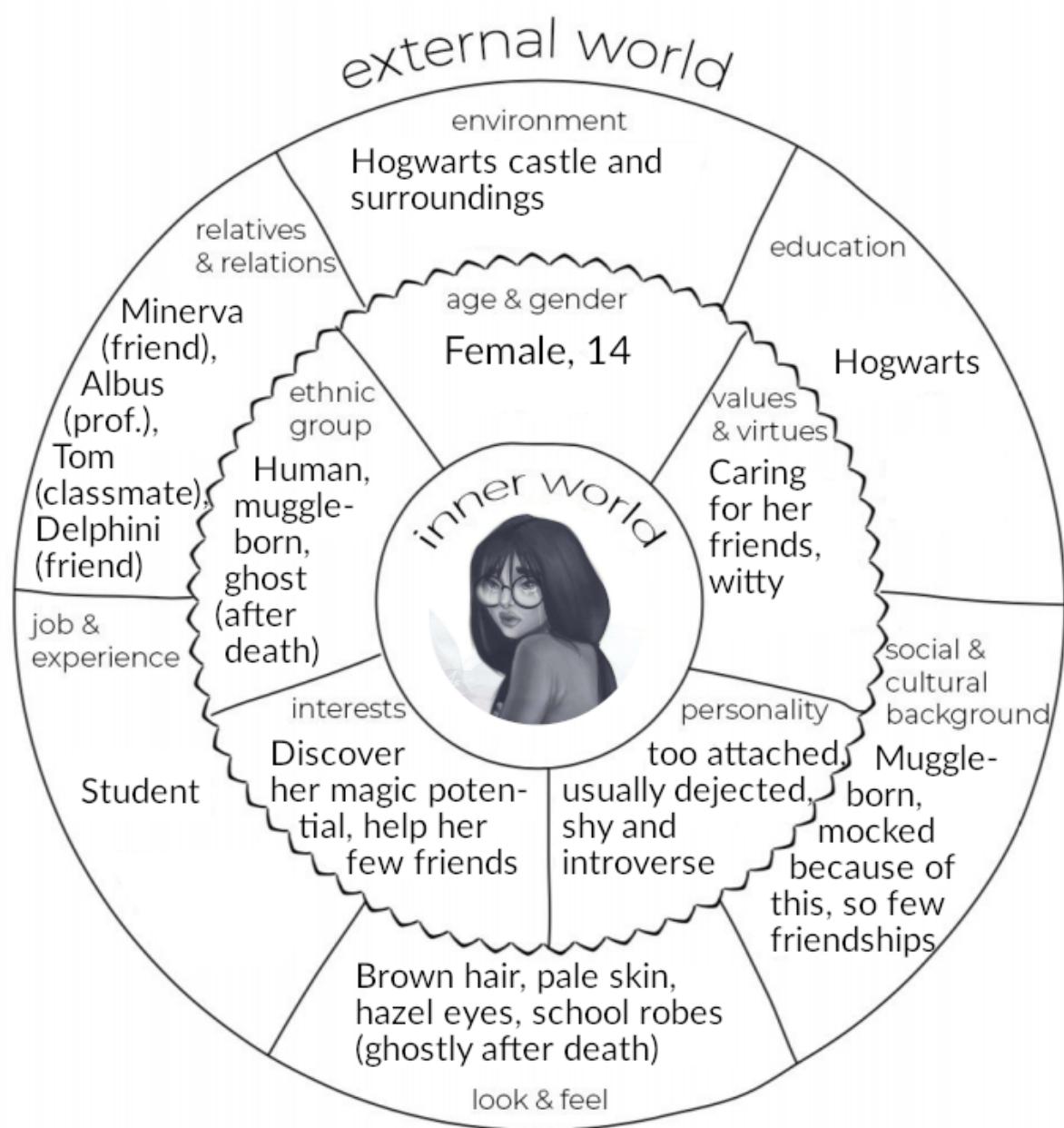


Figure 15: Myrtle's circumplex

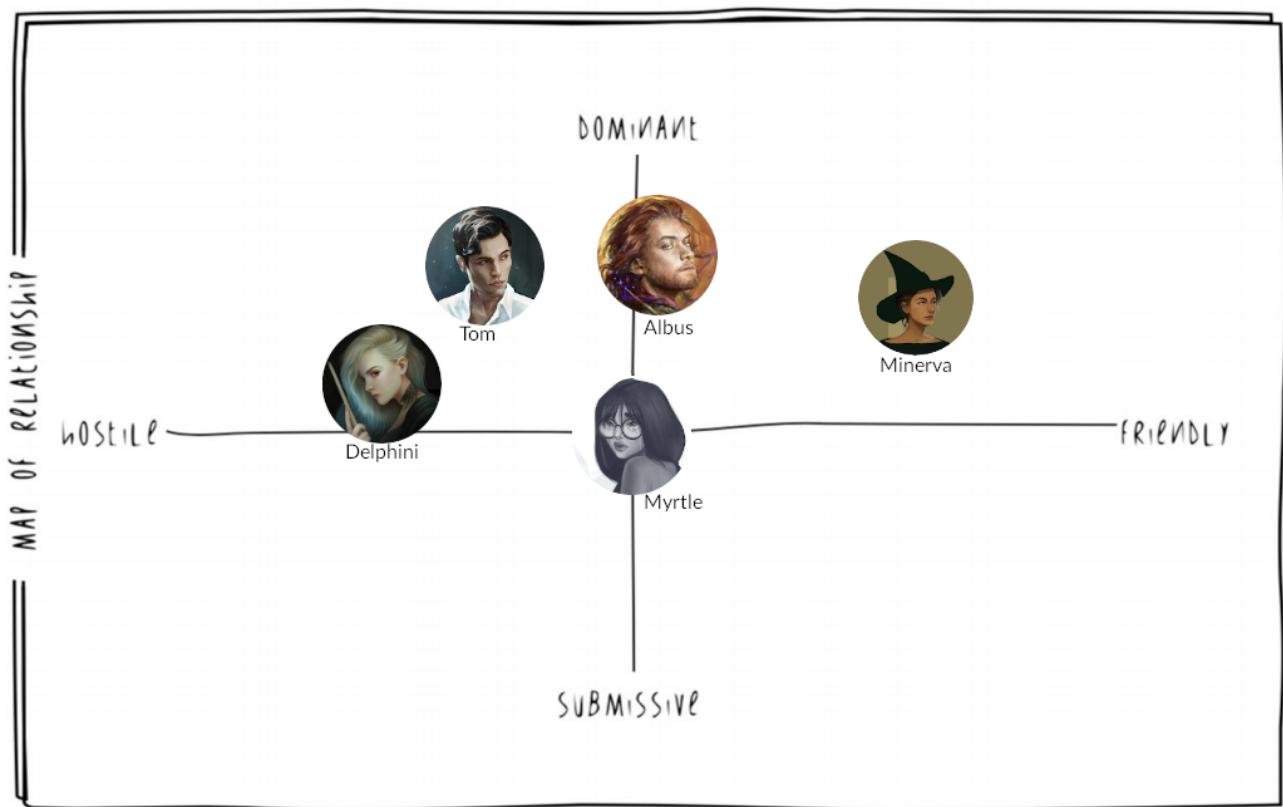


Figure 16: Myrtle's relationship maps

2.6 Gameplay Elements

In this section we will see in more detail all the aspect that make this video games unique in its genre. The game is a 2D single player third person game, the player will play with the character of Minerva, both in her human form and in "cat" form. The combat is turn-based and the formulation of the player's stats are based on the D&D rules.

2.6.1 Exploration Mode

The player is free to move around the map in both human form that cat form. If Delphini is also in the player's party, she will follow the player in his every move, but if Minerva is in cat form and enters a place not accessible to humans, Delphini will remain waiting for Minerva.

When the player is facing an obstacle, mysterious object or secret passage, he can:

- Use the spells that he has learnt to solve the puzzle.
- Use transfiguration to transform small objects into somethings that is needed at the moment.
- Transform into cat form and reach places inaccessible to a human.

The player can interact with NPCs:

- With Minerva in human form she can talk to them, they can reveal details about the plot, joke, get entertained with riddles.
- With Minerva in cat form she can be stroked.

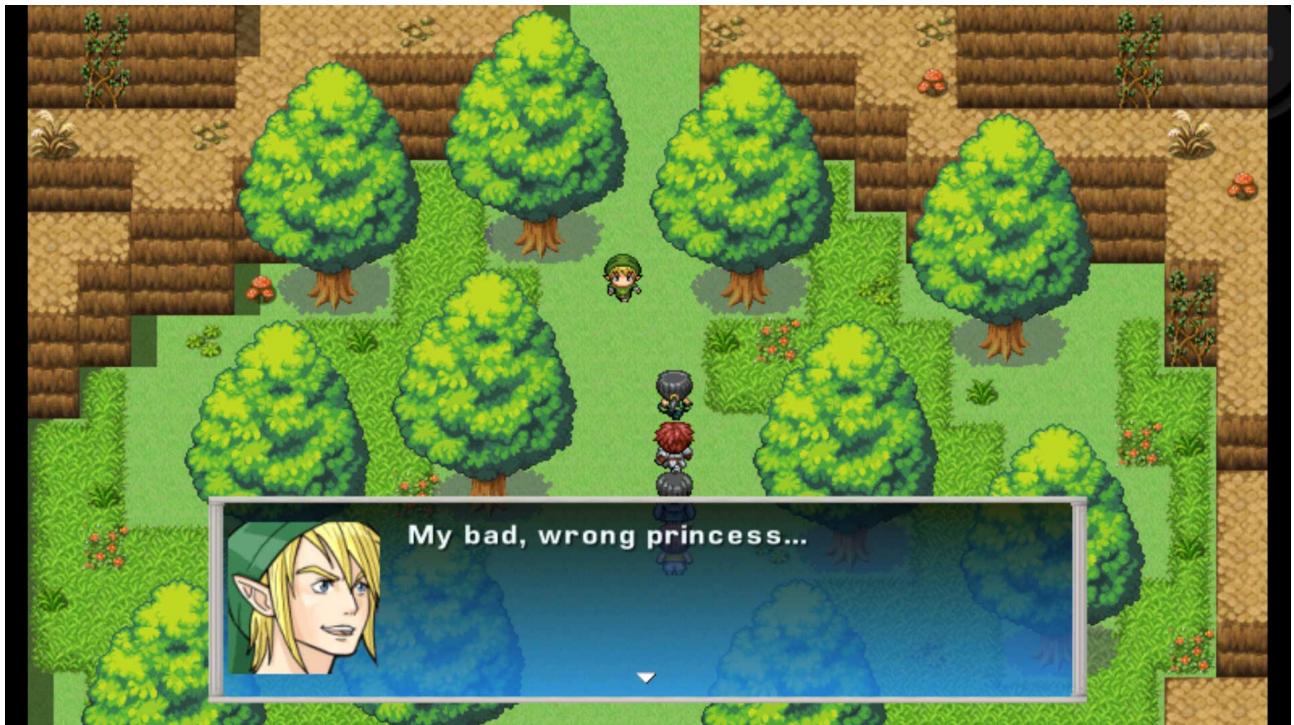


Figure 17: Game: Doom&Destiny

2.6.2 Combat System

The combat is turn based. It mostly follows D&D rules, only exception being that space and movement don't play any role: the combat happens like an old school sideview turn-based rpg.

All the D&D rules that involve moving around don't play any role. Area spells and skills will hit multiple enemies without checking an on-map position. Finally maximum range values for ranged spells and attacks will not play any role.

All this is counterbalanced by the lack of a more conventional D&D-sized party, since the player is mostly alone or with a single party member, and will be facing up to 3 opponents per battle.

The main reason is increasing the pace of the fight, since a more complex system which involves movement, getting closer to the turn-based strategy games paradigm, would be too slow paced and complex for the ideal target audience, and is better suited for games where a battle involves 5+ units per side. Additionally with all playable characters being spellcasters and most enemies being melee, a combat system involving movement would end up in a pointless repetition of the player walking away and the enemies coming closer every turn.



Figure 18: Game: Octopath traveler

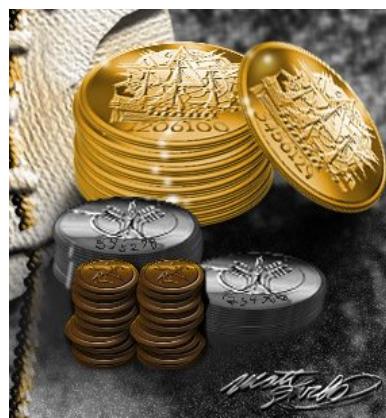
Checkpoints Checkpoints are save points where the player can go back after a defeat. They appear as a Niffler statue which activates when the player makes an offer with a special coin called "Niffler Galleon".



Saving Checkpoints also save the game. The player can still save at anytime through the main menu. During battles saving is disabled.

2.6.3 Rewards

The player is rewarded upon completing battles, minigames and puzzles. Rewards can be Experience Points, money, Ingredients for Potions, Poitions, Wand Woods and Cores, House Points, and Friendship Points when Delphini is involved. (see next few sections for more details on each of those)



Experience Points and Friendship Points Characters gain Experience Points by completing challenges, missions and minigames (lessons). When Experience Points reach a certain threshold, the Character's level rises. Each level grants all the spells of that level which have already been seen during a lesson.

Delphini has an additional hidden stat in Frienship Points. These increase and decrease depending on the player's choices and successes in missions involving Delphini. Friendship Points are an hidden value which the player can't directly see, but the player can experience their consequences by the way Delphini interacts with Minerva and the surrounding environment.

In combat when Delphini is in the party and the friendship level is low, Delphini has access to more aggressive spells, up to Forbidden Curses. In contrast, if the friendship level is high, when Minerva attacks Delphini will use a reaction action to perform an attack together with Minerva.

Friendship Points will ultimately determine which version of the final battle and ending the player will experience.

Gryffindor Points When the player completes a task really well (perfect score in minigames, extremely good timing in timed tasks etc) or when he fails terribly, some points are added to or removed from the player's House Points. Sometimes player choices can affect the points of other houses as well. Grants an achievement on the chosen game platform if Gryffindor has the highest points by the end of the game.

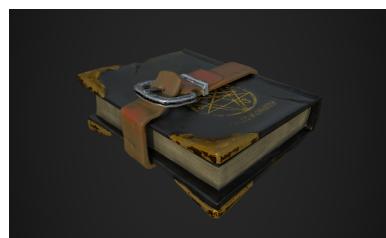
2.6.4 Items

Key Items

- **Cauldron** Un recipiente usato per preparare gli incantesimi. Costa 25 galeoni quello "portatile". E' incantato e permette di essere rimpicciolito per portarlo in tasca comodamente e tirarlo fuori per creare pozioni al volo senza visitare l'aula di alchimia (pozioni).



- **Book of Spells** A book worth 2 galleons, is used to keep track of the learnt spells.



- **Book of Potions** A book worth 2 galleons, is used to keep track of the learnt potion.



		Knut	A Knut, made out of bronze, is the least valued coin in British wizarding currency. There are 29 Knuts in one silver Sickles, and there are 493 Knuts in one golden Galleon.
		Sickle	A Sickle, made out of silver, is equal to 29 Knuts, and 17 Sickles make up a Galleon.
Currency			
		Galleon	A Galleon, made out of gold, is the most valued coin of the wizarding currency used in Britain. One Galleon is equal to 17 Sickles or 493 Knuts.
		Niffler Galleon	Special currency, grants the blessing of the Niffler when used at their statues, acting as an effective checkpoint for the player.

Consumables For consumables we intend all the items that can be used directly or through a crafting process: inside of this category we can find currency, ingredients and craftables. Minerva can carry up to 20 consumable items, but has an unlimited stash in her room, which can be accessed at the beginning of every level, and freely during the Hub Levels.

Ingredients Ingredients are plants or other elements useful for potion-making.

	Ashwinder Egg	Ashwinder eggs are the eggs of the Ashwinder , a magical serpent which is born from the embers of an unattended magical fire.
	Bezoar	A bezoar is a stone-like mass taken from the stomach of a goat, that acts as an antitode to most potions
	Bitter Root	Bitter root (alternatively spelled bitterroot) is a plant that can be used as a potion ingredient.
	Flobberworm Mucus	Flobberworm mucus, alternatively spelled Flobberworm mucous or Flobber Mucus for short, is the slimy green mucus exuded from the Flobberworm, often used to thicken potions.
	Granian Hair	Granian hair is hair taken from a Granian Winged horse, which can be used as a potion ingredient.
	Lavender	Lavender is a flower noted for its "beautiful colour" and "calming fragrance. It can be used as an ingredient in a variety of potions.
	Mistletoe Berries	The berry of the mistletoe is small, white, and waxy. It is used as an ingredient in potion.
	Murklap Tentacle	A Murklap tentacle is a rare potion ingredient that can be obtained from the growth on the back of a Murklap.
	Occamy Eggshell	The egg of the Occamy has a shell made of pure silver, which accounts for why it is so much sought after.
	Re'em Blood	Re'em blood gives the drinker immense strength for a short time. This in turn makes Re'em blood a highly desired substance, and a useful potion ingredient.
	Rue	Rue, also known as common rue, is a kind of evergreen shrubs with a distinctive bitter taste.
	Snowdrop	This plant is very well known for its stimulant properties.

	Standard Ingredient	The Standard Ingredient is a herb, or mixture of dried herbs, with many magical applications and properties that is used as an ingredient in potion-making.
	Squill Bulbs	The bulb of the squill is a structure that functions as an organ for food storage while the plant is dormant. Squill bulbs have potion-making properties and are best harvested just after the plants blossoms.
	Tincture of Thyme	Thyme is a common herb with culinary and medicinal uses, making it a good candidate for potion-making.
	Unicorn Horn	The horn of a unicorn had magical properties that made it a useful ingredient in potions.
	Valerian Sprigs	Valerian is a plant with magical and calming properties.

Craftables Potions and filters can have wondrous effects on experienced alchemists.



Antidote

Neutralizes poisonous effects from magical creatures. Can be used both in battle and outside.

Ingredients: Bezoar, Standard Ingredient, Unicorn Horn, Mistletoe Berries.



**Exstimo
Potion**

Increases the power of spells casted in the next 4 turns.

Ingredients: Re'em Blood, Granian Hair, Snowdrop and Bitter Root.



**Felix
Felicis**

Makes who drinks it extremely lucky. Combat rewards are increased, healing potions effect is increased, and all rolls are rolled with advantage.

Ingredients: Ashwinder egg, Squill builb, Murtlap Tentacle, Tincture of thyme, Occamy eggshell, Rue.



**Healing
Potion**

Recovers health points. This potion's effect varies based on the amount of ingredients used to prepare it.

Ingredients: Rue, Valerian Sprigs and Bitter root



**Invisibility
Potion**

Makes the user invisible. In battle the potion lasts 3 turns, out of battle it lasts one minute. The potion affects the user and everything he's carrying; it terminates when the user attacks, casts a spell, or shifts form.

Ingredients: Flobberworm Mucus, Lavender, Valerian Sprigs, Standard ingredient

Healing Potion crafting The more ingredients are used to craft the healing potion, the stronger is the resulting effect, thanks to an higher concentration of the magical essence.

Potion	Quality	HP recovered	Amount of each ingredient
	Normal	$2d4+2$	1
	Greater	$4d4+4$	3
	Superior	$8d4+8$	5
	Supreme	$10d4+20$	7

Wands In Hogwarts, everything is based on wizardry and spells: for this reason the wand, together with protective jewelry, will play an important role in combat, enhancing the magical capabilities of our characters in different ways.

The wand is the most important tool in a wizard's life: inner magical power is channeled through it and it can cast any kind of spell. Each wand is made of wood and contains an enchanted core, a special material usually coming from magical creatures.



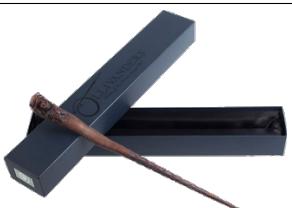
There are several types of wand wood and cores, which will alter and enhance the capabilities of the wielder.

Wood The wood will grant a bonus to its particular category of spells:



Holly

Holly will boost defensive spells, naturally meant for casters who think that a good defense is the best offense.



Alder

Alder will boost buff spells, aiding mages who seek to help and empower others.



Cedar

Cedar will boost debuff spells, perfect for wizards who prefer to weaken their enemies before striking.



Cherry

Cherry will boost attack spells, favored by sorcerers who follow the rule "strike first, strike hard".



Pine

Pine will boost utility spells, preferred by creative enchanters and out-of-the-box thinkers.

- The bonus for non-Utility category will make spells of that category cast as 1 level higher (if applicable).
- The bonus for Utility category will grant an extra spell slot reserved to Utility spells for each spell level the character has access to.

Cores Cores will grant an unique bonus feat



**Dragon Heartstring
(Dual wielder)**

You can equip a second wand. You get the bonus from the wood of that wand, but not from its core.



**Phoenix Feather
(Alert)**

Adds +5 to Initiative.



**Unicorn Hair
(Resilient)**

Adds +1 in one ability score and you gain proficiency in saving throws using that ability.



**Veela Hair
(Healer)**

You can stabilize a creature and restore it to 1 hp, or restore [1d6+4+its number of Hit Dice] hp to it; can't be used more than once per day on the same creature.



Thestral Tail Hair (Lucky)

You can reroll a d20 or force to reroll an attack roll against you. Can be used up to 3 times per day.

Amulets Amulets will enhance ability scores



Amber adds +1 STR



Jade adds +1 DEX



Lapis adds +1 INT



Paua adds +1 WIS



Coral adds +1 CON



Gold adds +1 CHA



Onyx (Rare), adds +1 to all
ability scores

Rings Rings will grant an unique bonus to the wearer. One can wear maximum two rings at once

	Paua	gives 1 additional spell slot, usable by any spell of any level
	Coral	adds +8 HP
	Moonstone	adds +2 on CA and +2 on Saving Throws when defending against spell attacks
	Diamond	adds +2 CA when defending against physical attacks

2.6.5 Spells

A spell is a controlled manifestation of magic expressed through wand movement, incantation words, concentration and intention. For this reason, all spells only require for Vocal and Somatic elements to be casted.

Attack Spells specialized for offensive purposes.

Level 0 Common spells



Stupeficium

Hits the target with a swift bolt of stunning energy.

Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Level 1 Low level spells



Incendio

Produces a cone of fire from the tip of the wand.

A creature and its neighbours make a DEX saving throw: each takes 3d6 fire damage on a failed save, or half as much damage on a successful one.



Baubillious

Produces a bolt of white light as a wave of thunderous force sweeps out from you.

A creature and its neighbours make a CON saving throw: each takes 2d8 thunder damage and is knocked prone on a failed save, or only half as much damage on a successful one.

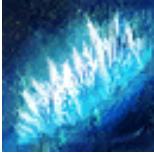
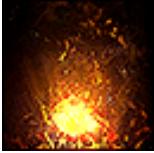


Sectumsempra

Lacerates the target, as if they have been slashed by a sword.

Make a melee spell attack against a creature you choose. On a hit, the target takes 3d10 damage.

Level 3 Medium spells

	Glacius	Freezes the target with icy-cold air.	Each enemy creature must make a CON saving throw: each takes 4d8 cold damage on a failed save, or half as much damage on a successful one.
	Aqua eructo	Create, and control, a wave of water from the tip of the wand.	Each enemy creature must make a DEX saving throw: each takes 4d8 bludgeoning damage and is knocked prone on a failed save, or only half as much damage on a successful one.
	Bombarda	Provokes a small but fiery heat explosion.	A creature and its neighbours make a DEX saving throw: each takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

Level 5 Greater spells

	Expulso	Provokes a pressure explosion, instead of a heat one.	Each enemy creature must make a CON saving throw: each takes 5d6 thunder damage + 5d6 radiant(or necrotic) damage and is knocked on a failed save, only half as much damage on a successful save.
	Immobilus	Immobilises and stops the actions of the targets with extreme cold.	A creature and its neighbours make a CON saving throw: each takes 8d8 cold damage on a failed save, or half as much damage on a successful one.
	Dominusterrae	A fountain of churned earth and stone erupts from where your wand is pointing at.	Each enemy creature must make a DEX saving throw. A creature takes 5d12 bludgeoning damage and is knocked on a failed save, or take only half as much damage on a successful one.

Level 7 Superior spells

	Crucio	Inflicts intense pain on the recipient of the curse.	The target must make a CON saving throw: it takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.
	Fiendfyre	Unleashes cursed fire that takes the shape of animals that actively seek out living targets and burn anything in its path.	Each targeted enemy must make a DEX saving throw: each takes 7d10 fire damage on a failed save, or half as much damage on a successful one.

Level 8 Supreme spells

	Lumos Solem	Produce a blinding flash of sunlight.	Each enemy creature makes a CON saving throw: on a failed save, a creature takes 12d6 radiant damage and is blinded for 2 turns, only half as much damage on a successful one
	Avada Kedavra	Causes instantaneous death. It is accompanied by a flash of green light and a rushing noise.	If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.
	Jelly-Brain Jinx	Reduces the target's mental processes.	The target takes 4d6 psychic damage and must make an INT saving throw: on a failed save, the targeted is stunned for 3 turns.

Def Spells specialized for self-defense and healing purposes.

Level 0 Common spells

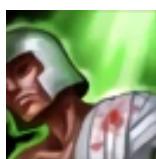


Protego minima

A basic shield charm against harming magic.

Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw.

Level 1 Low level spells



Ferula

Conjures up bandages and wraps them around a wound, splinting any broken bones.

A creature you touch regains a number of hit points equal to $1d8 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.



Protego

Protects the caster with an invisible shield that reduces the efficacy of incoming harming spells or weapon attacks.

The target's base AC becomes $13 +$ its Dexterity modifier. The spell ends if you dismiss the spell as an action.

Level 3 Medium spells



Finite Incantatem

Terminates or blocks spell effects in the vicinity of the caster

Dispel: Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals $10 +$ the spell's level. On a successful check, the spell ends. **Counter:** You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals $10 +$ the spell's level. On a success, the creature's spell fails and has no effect.



Episkey

Used to heal relatively minor injuries, such as broken bones and cartilage

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to $1d4 +$ your spellcasting ability modifier.

Level 5 Greater spells



Expecto Patronum

This charm is a highly powerful and advanced protective spell which will conjure a spirit guardian of their positive emotions to defend against dark creatures.

Shimmering energy surrounds and protects you from creatures. For the duration every creature have disadvantage on attack rolls against you.



Re-enervate

Awakens an unconscious or near-death victim.

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Level 7 Superior spells



Vulnera Sanentur

Healing spell that slows blood flow, clears residue, and knits wounds.

The target regains $4d8 + 15$ hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns

Level 8 Supreme spells



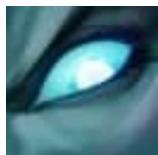
Protego Maxima

An immobile, faintly shimmering barrier springs into existence

Any spell of 7th level or lower cast from outside the barrier can't affect creatures or objects within it. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

Buff Spells specialized for aiding and empowering others.

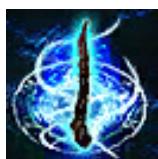
Level 0 Common spells



Revelio minima

Reveals secrets about a person or object. Your magic grants you a brief insight into the target's defenses.

On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.



Inveterasco

Helps the caster focus better on his current task

Once before the spell ends, the target of the spell can roll a d4 and add the number rolled to one ability check of its choice. The spell then ends.

Level 1 Low level spells



Empowering Charm

Invigorates the spirits of the targets of this spell.

You choose up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.



Engorgio / Reducio

Causes the target to swell or dwindle in physical size.

Enlarged: dimensions doubled, adv. in STR checks and saving throws, +1d4 to target weapons.

Reduced: dimensions halved, disadv. in STR checks and saving throws, -1d4 to target weapons (can't be less than 1).

Level 3 Medium spells



Quickenning Charm

Makes a target hasten its movements and thoughts.

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns.



Power of Belief

Imbues the target of the spell with unprecedented bravery

Until the spell ends, up to three creatures are immune to being frightened and gain temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the targets lose any remaining temporary hit points from this spell.

Level 5 Greater spells



Salvio Hexia

Makes an area magically secure, protecting against hexes and spells.

The spell prevents any physical or magical method from seeing what's inside of the secured area from the outside.

Level 7 Superior spells



Occlumency

Prevents legilimency and other harming effects on the mind.

Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition.

Level 8 Supreme spells



Righteous aura

Invigorating light washes out around the caster.

Each creature chosen by the caster around him has advantage on all saving throws and other creatures has disadvantage on attack rolls on them. The attacker must succeed on a CON saving throw or be blinded for 1 turn.

Debuff Spells specialized for crippling and weakening others.

Level 0 Common spells

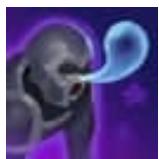


Expelliarmus

Forces whatever weapon an opponent is holding to fly out of their hand when attacking you.

Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Level 1 Low level spells



Somnus

Produce a sweet sound that sends creatures into a magical slumber

Roll 5d8; the total is how many hit points of creatures this spell can affect. Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone awakes the sleeper. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.



Petrificus

Spell that temporarily paralyzes an humanoid opponent.

The target (humanoid) must succeed on a WIS saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another WIS saving throw. If successful, the spell ends on the target.



Rictumsempra

Tickles the target until they become weak with laughter.

The target must succeed on a WIS saving throw or fall prone, becoming incapacitated for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.



Impedimenta

Slows down or stops the target.

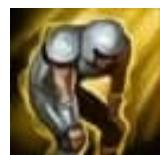
Change the time of up to 6 creatures on the field. Each target must succeed on a WIS saving throw or be have its speed is halved, a -2 penalty to AC and DEX saving throws, and it can't use reactions or multiattacks for the duration of the spell. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another WIS saving throw at the end of each of its turns. On a successful save, the effect ends for it.



Obscuro

You can blind or deafen a foe.

Choose one creature to make a CON saving throw. If it fails, the target is either blinded or deafened for the duration. At the end of each of its turns, the target can make a CON saving throw. On a success, the spell ends.



Weakening Hex

Cripple the spirits of the targets of this spell.

Up to six chosen creatures must make CHA saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Level 5 Greater spells



Confundo

Causes the victim to become confused and befuddled.

A target creature and its neighbours roll a d10: with a score of 1-6 the creatures take no action this turn, with a score of 7-8 the creatures make a melee attack against a random creature, with a score of 9-10 they can act normally. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.



Petrificus Totalus

Spell that temporarily paralyzes any creature.

The target (creature) must succeed on a WIS saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another WIS saving throw. If successful, the spell ends on the target.

Level 7 Superior spells



Mantra

You repeat a mantra, imbued with malignant power

Each chosen creature that can hear you must make a CHA saving throw. On a failed save, a creature suffers an effect based on its current hit points: 50hp (deafened for 1 turn), 40hp(deafened, blinded for 2 turns), 30hp (deafened, blinded, stunned for 3 turns), 20hp (killed)

Level 8 Supreme spells



Imperio

Places the victim completely under the caster's control.

You try to deceive a creature. He must succeed on a WIS saving throw or be charmed by you for the duration. If you or your partner are fighting him, he has the advantage on the saving throw. While charmed, the creature obeys the caster orders the best he can. Each time the target takes damage, it makes a new WIS saving throw against the spell. If the saving throw succeeds, the spell ends.

Utility Multi-purpose spells that can be used in very creative ways.

Level 0 Common spells

	Lumos	Illuminates the tip of the caster's wand, allowing the caster to see in the dark. The spell ends if you cast it again or dismiss it as an action.
	Reparo	Seamlessly repairs broken objects. This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin
	Accio	Summons a familiar object towards the caster by describing it or naming it.

Level 1 Low level spells

	Wingardium Leviosa	Makes objects fly, or levitate.
	Fumos	It's a charm used to create a defensive cloud of smoke from the wand that hinders visibility.

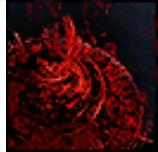
Level 3 Medium spells

	Alomohora	Unlocks doors and other locked objects.
	Colloportus	Locks doors and all things that can be locked.

Level 5 Greater spells

	Revelio	Reveals secrets and occulted information about a person or object.
	Transfiguration	This spell transforms a creature or an object that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect.

Level 7 Superior spells



Apparate

MAGICALLY transports the caster to another location instantaneously.

Level 8 Supreme spells



Portkey

Turns an object into a portkey.

3 Level Design

3.1 Level World

Forbidden Forest The level is set in two different areas of the world: firstly, Minerva and Delphini go into the Forbidden Forest to complete the Animagus ritual together.

The place is a thick forest, gloom in the day and even darker in the night. It could seem a quiet and calm place, but it hosts many dangerous creatures and inhabitants, as well as uncovered and, perhaps, wondrous secrets.



The creaky and crumpled trees, with their convoluted and gnarly branches, give an eerie feeling when paired with the buzz and creaks of various insects that dwell inside of them.

It is no mystery why this area was prohibited to normal students: yet, some of them still wander inside of it for sheer curiosity or in search for unturned, concealed secrets.

Hogwarts' backdoor After that, they need to return to Hogwarts because the night is falling, especially they will sneak into the castle's backdoor and try to reach their own House dormitory.



In the darkness of the night, the two protagonists will try to slip through the corridors of the medieval castle, trying to evade the prefects and the caretaker patrolling them.

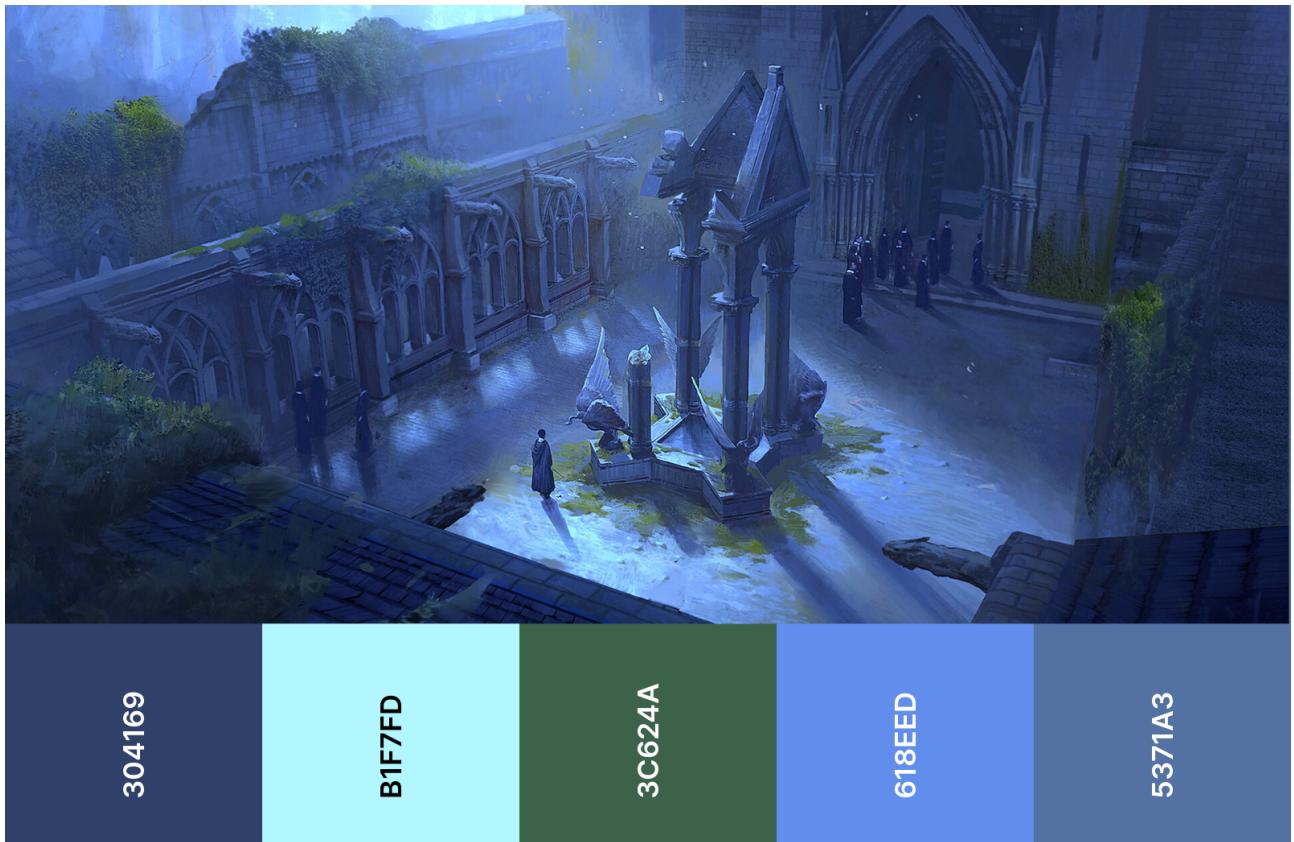


The stakes are high and getting caught, especially by the caretaker, is not an option.

Color Palette and lighting The gloomy Forbidden Forest is always permeated by a thick mist: the dark sky, combined with the moonlit fog, makes for the characteristic bluish haze.



The exteriors of Hogwarts appear as the classical moonlit castle, with a slightly blue light permeating stone, plants and wizards alike.



The interiors, instead, are characterized by much warmer colors: the sturdiness of the stone, the light of the candles, the tepid coming from the fireplace, all give a mild sense of safety.



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Sounds and ambience The Forbidden Forest is a natural and wild place and as such it would be common to hear:

- Creaking of trees
- Breeze of the wind
- Buzzing and crepitation of insects
- Squirming of acromantulas
- Clopping of centaurs
- Chirping, cawing and hooting of birds
- Howling of wolves and cerberuses

A background music track for this section of the level could be around 55-60 bpm, based on soft strings and winds, to highlight the eerie calm in such a dark place. A music track for the boss fight could be around 90-100 bpm, built upon the recurring notes of the gregorian Dies Irae, with which some players will be already familiar from other titles and movies.

Hogwarts' castle instead is a populated place and in the night possible sounds would be:

- Footsteps of the guards (prefects and caretaker)
- Chattering of people
- Crackling of the fire
- Whiffs of wind through the castle crevices

A background music track for this section of the level could be around 70-75 bpm (adagietto) to enhance the stealth feeling of sneaking through the castle, with quick and sudden recurring pizzicato.

3.2 Level Story with Dialogues

The sun is setting, and a storm is raging: the perfect climate to complete the Animagus ritual. Minerva and Delphini had reached the Forbidden Forest, a peaceful and isolated enough place for that purpose. Minerva casts the final spell, pronouncing increasingly loudly "Amato Animo Animato Animagus", with the wand pointing at her heart. Finally, Minerva drinks the potion.



Dialogue 1

Delphini: *I can't believe it! It really worked!*

Minerva: *Meow*...

Delphini: *Aww... would you look at this cute cat! I guess I've never seen this "soft side" of yours, Minerva.*

Delphini outbursts in laughter, and looks at Minerva trying to get used to her new shape. She tries climbing on trees, jumping around the forest, to finally come back in her human form.

Dialogue 2

Delphini: Alright then, what does it feel like to be a furball?

Minerva: Oh come on! laughs If *anything*, as a cat I won't be forced to reply at your nonsensical provocations.

Delphini: As if, I'm fully aware you can't live without my Irish irony; and you know that too.

Minerva: You'd be surprised... Anyways, it's getting late, we should head back to the castle before it's night-time.

The girls follow the path that goes back to the castle, until as they're about to leave the borders of the Forest, they're ambushed by a vicious three-headed dog, a Cerberus!



Quickly Minerva and Delphini prepare to fight it, wand in hand. Minerva tries to make her best use of spells and transfigurations, while Delphini tries to combine her spells with Minerva's. While fighting, Delphini suddenly remembers the weak point of the three-headed dog: a particular melody can be played in order to put the beast to sleep, making quick work of it (cfr. Triggered Dialuge).

In the end, they manage to defeat the Cerberus, either by putting it to sleep or by making him faint with other spells; the battle, however, took longer than expected:it's too late to get back in the Castle through the main gate, as the students are expected to not leave it during the night. They rush up to the back entrance of the castle, where they discuss a plan to proceed without being caught by the caretaker or by the prefects.

Dialogue 3

Minerva: It's too late! It's already closed!

Delphini: As if we didn't know it! Move, I'll show you how it's done!

Delphini tries to cast the Alohomora spell, but the spell is deflected by a counter charm (the Anti-Alohomora charm).



Dialogue 4

Minerva: *Parbleu! We're in danger, we must find a way to get in without being discovered... Think Minerva, think...*

Delphini: *Uhm... what about using your newly acquired powers to turn yourself into a cat and get in through the window? You should be able to open the door for me from the inside.*

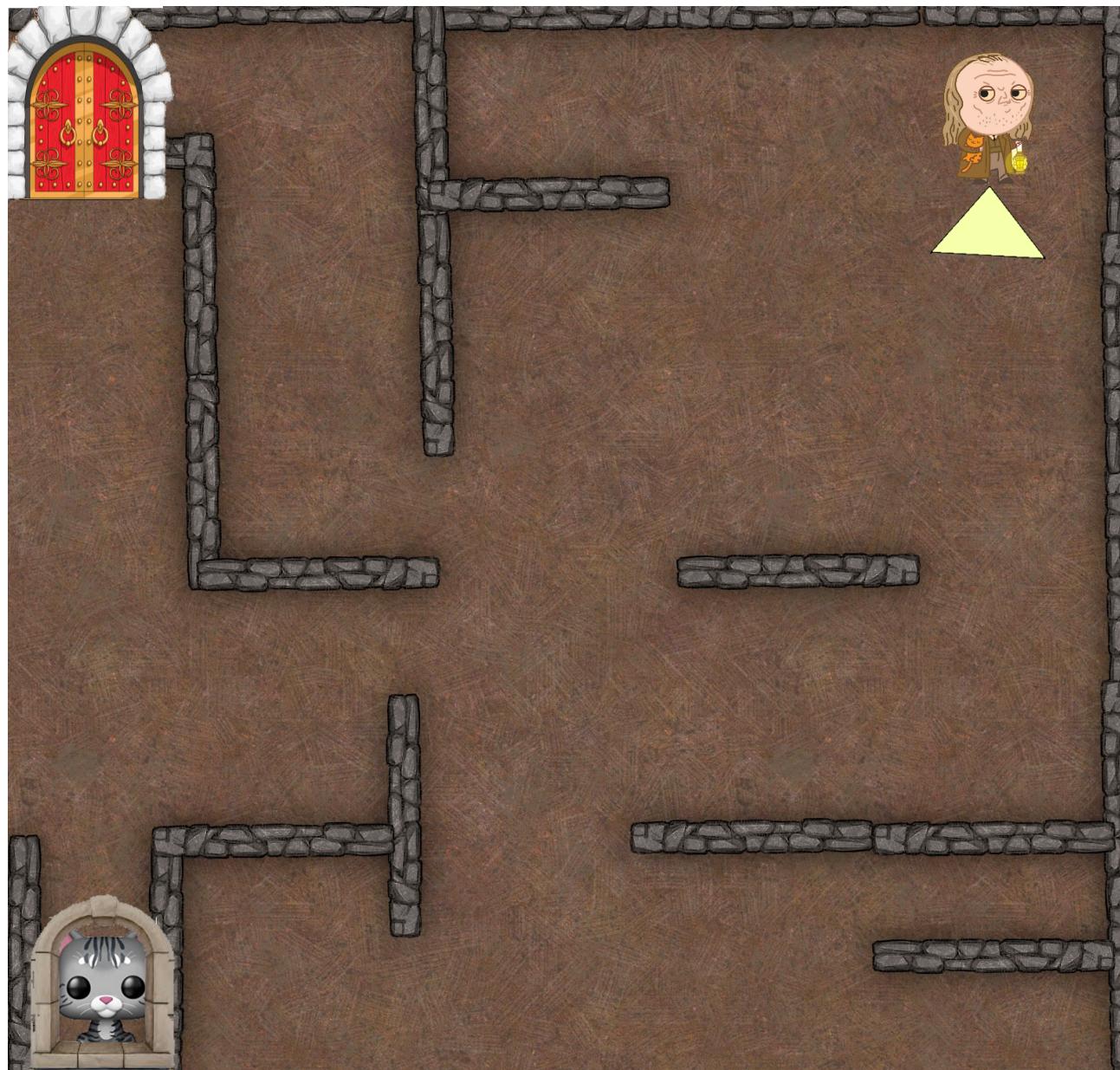
Minerva: *That's a good idea but... I've just got started with the basics, I'm not confident I can keep that form for long enough...*

Delphini: *Let's hope it's enough. And please, for goodness' sake don't get caught! Be careful!*

Minerva nods, as she gets as close as possible to the entrance, and jumps while shifting to her cat form, ready to go through the window.

Puzzle

Now Minerva in her cat form is inside the castle; she must take the backdoor's key from the caretaker. A stamina bar lets the player understand how long Minerva can stay in her cat form. When the stamina bar reaches zero, she turns back into her human form, hence must seek for an hiding spot to wait for the bar to recharge. There are various corridors, some of which are dead-ends. Once the caretaker is found, Minerva must approach him in her cat form and try stealing the keys.



Dialogue 5

Caretaker: *What a cute kitten... What are you doing here, are you lost?*

Minerva: *Nya*

Caretaker: *You shouldn't wander around her-*

As soon as Minerva is close enough, she jumps on the caretaker's head, disorienting him for a bit, and steals the keys from his belt in the commotion.

Dialogue 6

Caretaker: *Come back you sneaky niffler!*

The caretaker is stunned for a bit so he shouldn't be a threat for now. Minerva can now open the door and let Delphini in.



Dialogue 7

Delphini: *Finally you've done it! Did you find some milk on the way back? Maybe, a wool ball to play with?*

Minerva: *What? No, well... *casually*... I've found these keys, so here we are!*

Delphini: *Now we must head back to the dormitories. Have you noticed anyone besides the caretaker?*

Minerva: *So far nothing more than a mastiff furiously seeking for a black, cute little kitten, if you get what I mean. winks.*

Delphini: *Would you help me head back to my dormitory? *Unnoticed*, of course.*

Minerva has two options:

Options

Option A: *I'm not sure I can maintain my cat form long enough... I think we'll be safer if we just split here and head directly to our respective dormitories.*

Option B: *Of course I will, you shouldn't even have asked! I'll let you know when the path is clear and you can reach me.*

Option A: leads to an extremely easier level, as Minerva has to slip through the patrols as in the previous part; however this choice drastically decreases the friendship level with Delphini.
Option B: leads to a longer and harder level, as Minerva has to first guide Delphini through the patrols up to Slytherin's dormitory, and then head back to her own one. If the player succeeds, the friendship level with Delphini increases.

If option B:

Dialogue 8

Delphini: *I knew I could count on you. We must absolutely watch out for the mastiff, if he finds us it's over. We should avoid the prefects too, but I doubt they'll do anything more than directing us to the dormitory. I guess we have to follow their directions until they lose us. Now go, show me the path, and I shall be your shadow.*

After bringing Delphini to Slytherin's dormitory, Minerva has to go back to Gryffindor's.

A special bonus room contains one of the rare ingredients required for the Felix Felicis potion.

3.2.1 Triggered Events with Dialogues

Cerberus Battle

After first turn Triggers after the first turn passed for both the player and the opponent:

Delphini: *Oh, right! Remember that lesson about magical creatures?*

Minerva: *Since when you care about studying, and why are you bringing that up NOW?*

Delphini: *The Somnus music Minerva, and he'll sleep like an harmless puppy!*

Cerberus: *barks angrily*

Puzzle

Delphini helped Triggers when Delphini reaches Slytherin's Dormitory:

Delphini: *You're good as a cat, are you sure you plan on keep studying magic? × laughs*

Minerva: *meows angrily*

Delphini: *Geez, there's no need to take it personally... Thanks for the help, and good luck on the way back. See you tomorrow, *furball!**

Guards explanation Triggers when getting 5 tiles away from a guard for the first time:

Delphini: *Keep in mind, if the Caretaker catches us it's over.*

Minerva: *It's so dark I'm not confident I can recognize him over anyone else...*

Delphini: *Well then, get close, just make sure they don't catch you, ok little one?*

Cat Captured #1 Triggers the first time the Caretaker captures Minerva in Cat-Form during the puzzle, right before throwing her out of the castle entrance door:

Caretaker: *I'm going to get rid you once and for all if I see you around again!*

Cat Captured #2 Triggers the second time the Caretaker captures Minerva in Cat-Form during the puzzle.

Caretaker: *That's enough!*

Minerva/Delphini caught by Caretaker Triggers if the Caretaker sees either of them in human form.

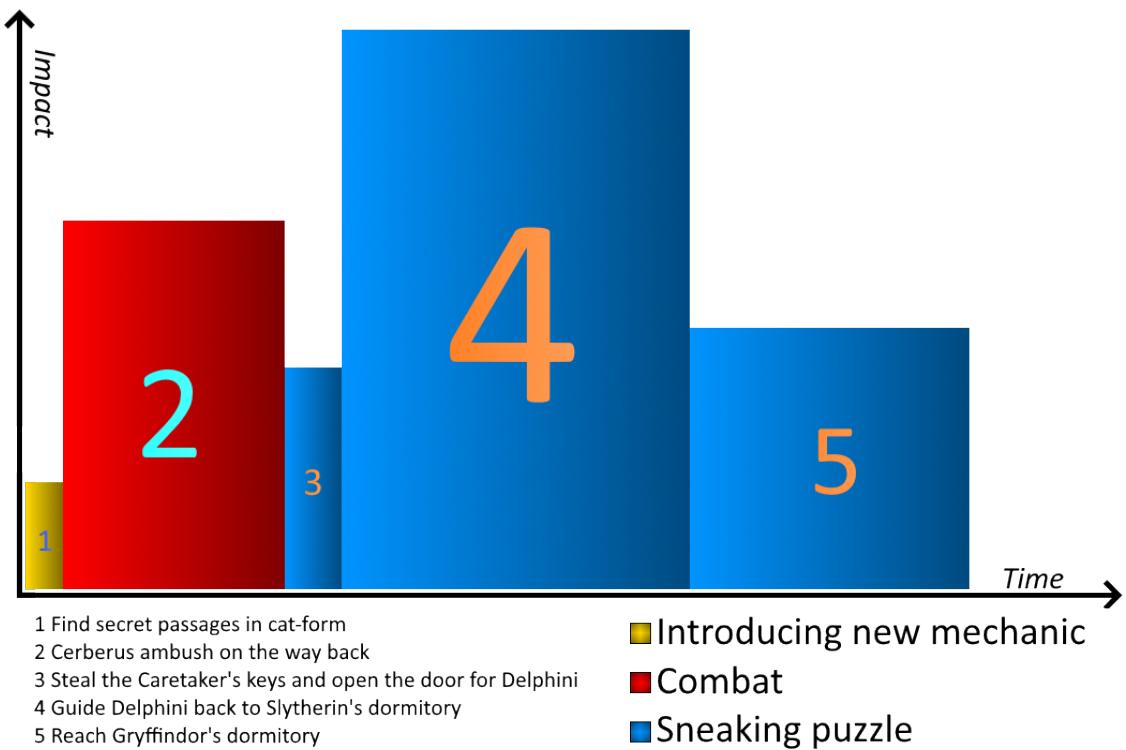
Caretaker: *What are you two doing out of bed at this hour? I'm bringing you back for sure. And 10 points less to both of your Houses!*

Minerva/Delphini caught by Prefect Triggers if a Prefect sees Minerva or Delphini.

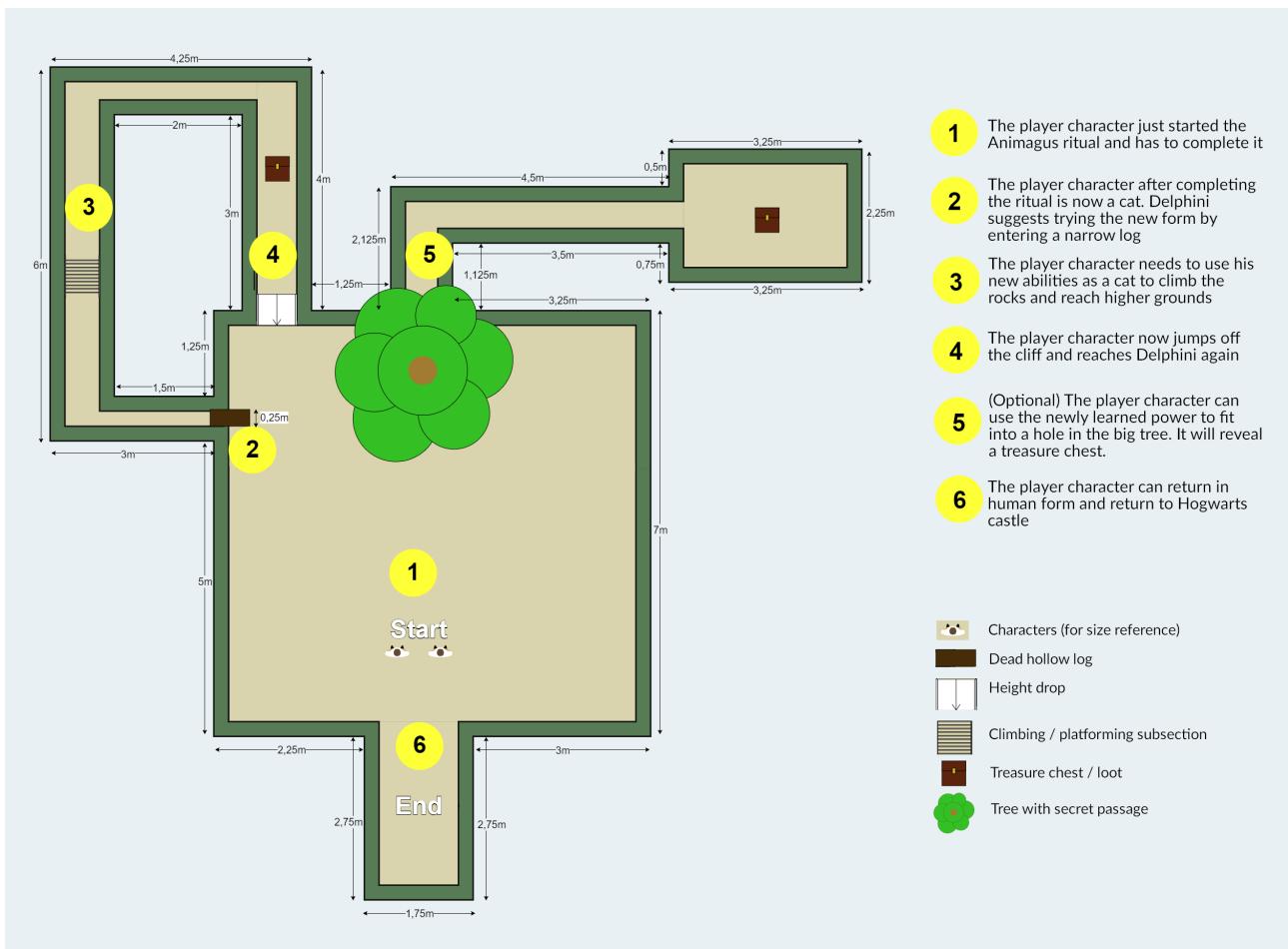
Caretaker: *Hey you! Go back to your Dormitory right now! I'm keeping an eye on you!*

3.3 Level Schemes

3.3.1 Event Diagram

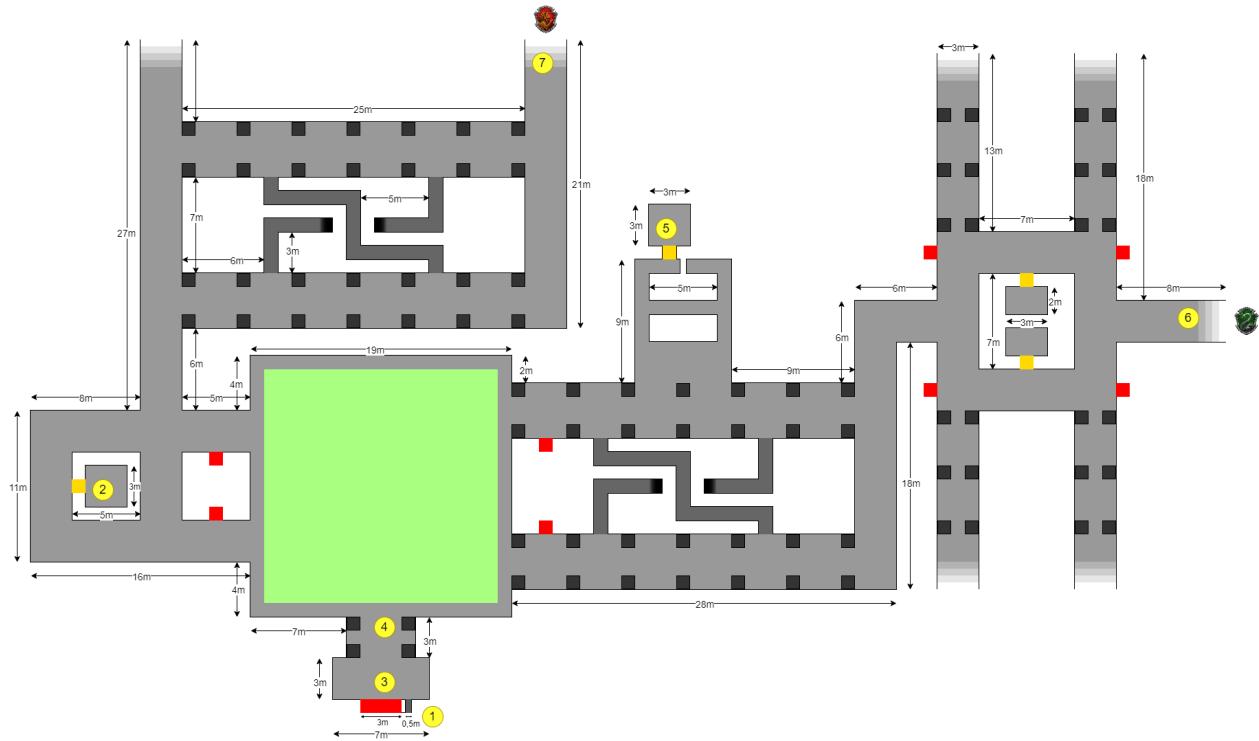


3.3.2 Forest Map and Diagram



3.3.3 Hogwarts Maps and Diagrams

Castle section of the level:



Legend

- Stairs
- Secret passage
- Locked/incaccessible door
- Door
- Gryffindor's Dormitory
- Slytherin's Dormitory

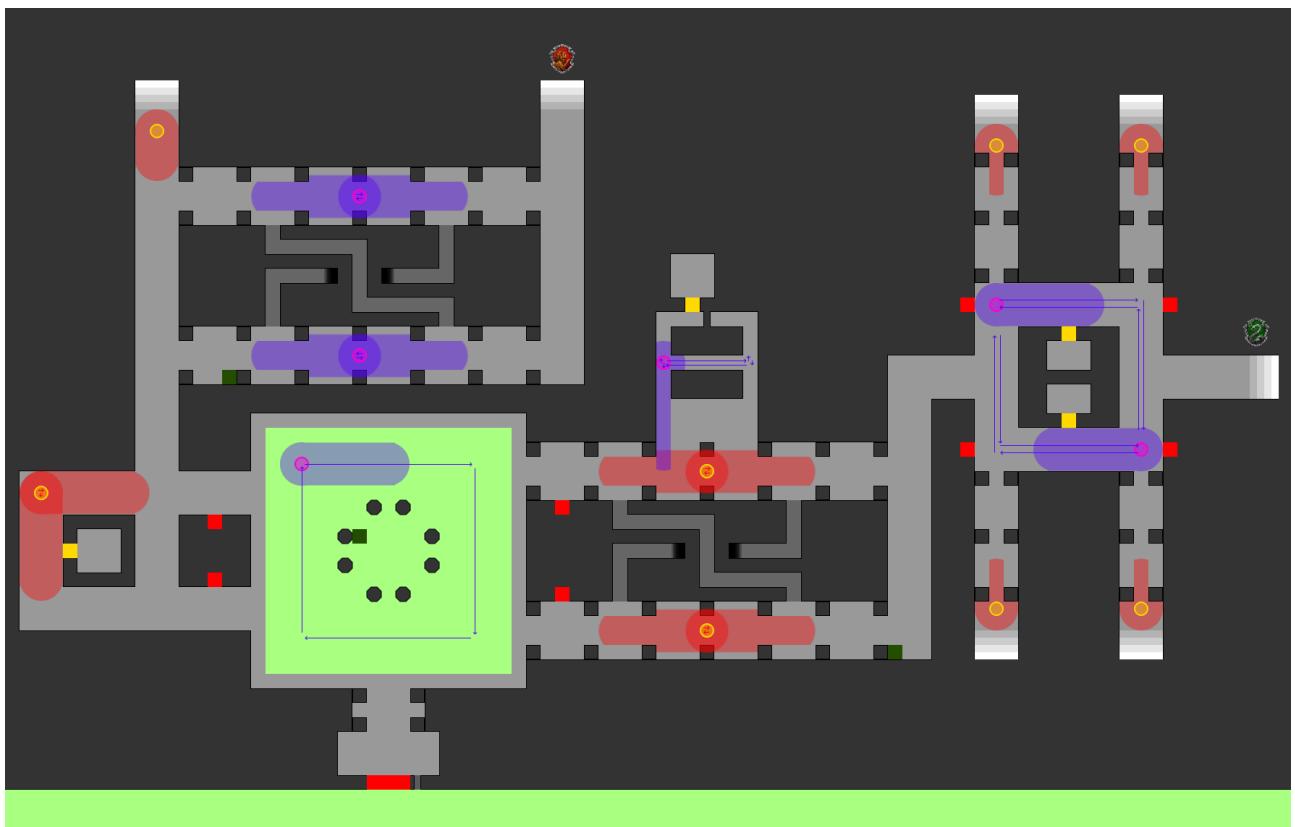
Unit reference



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|---|
| <p>4 The player character decides if he wants to help his partner return to his dormitory and starts the sneaking puzzle</p> <p>5 (Optional) The player character finds a secret stash of ingredients and other magical items</p> <p>6 (Optional) The player character has successfully helped his partner. Now he must head to his own dormitory.</p> <p>7 The player character has successfully sneaked past the guards and is able to return to his dormitory.</p> |
|---|

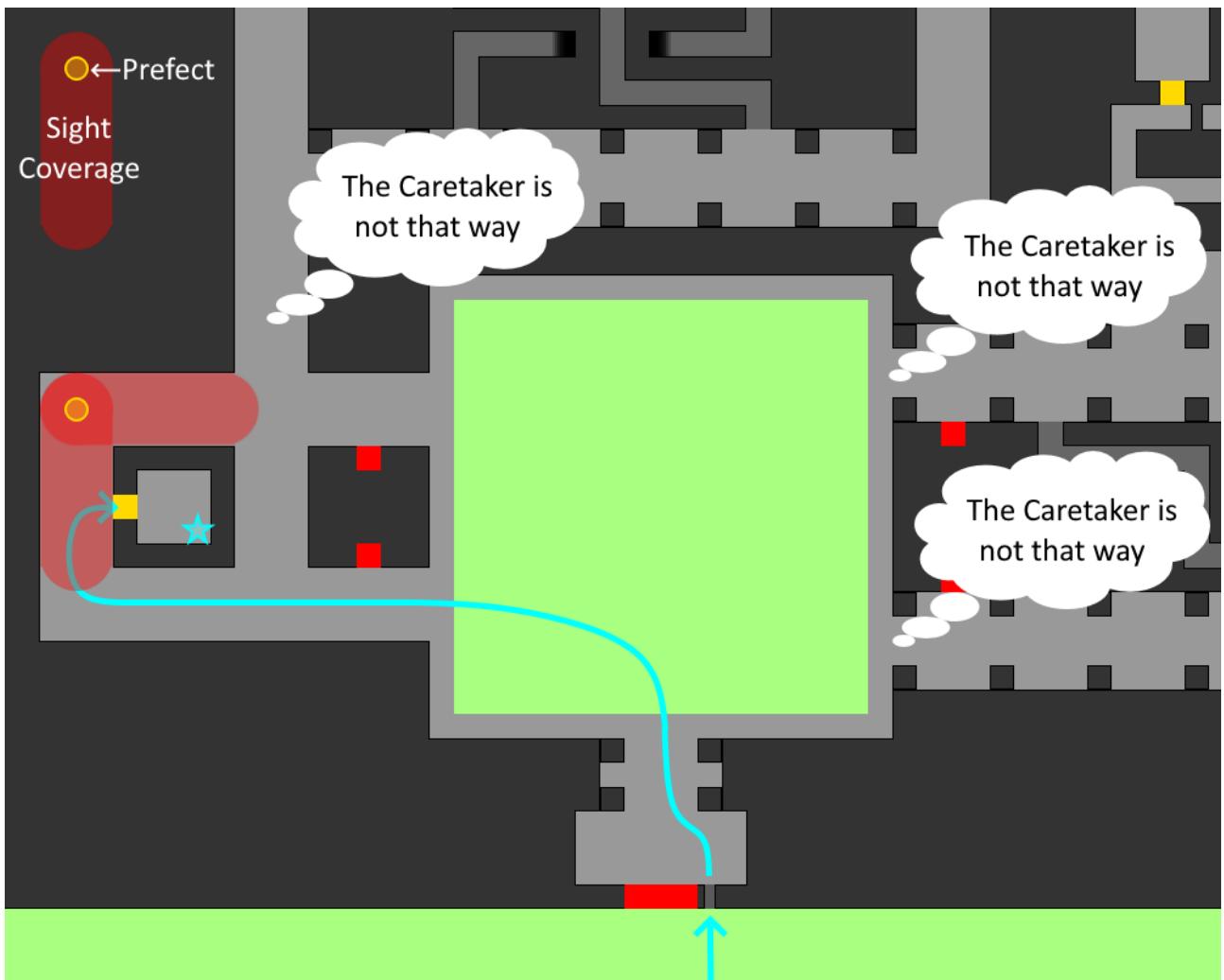
Paths and Fields of View for the various NPCs in this section of the level:



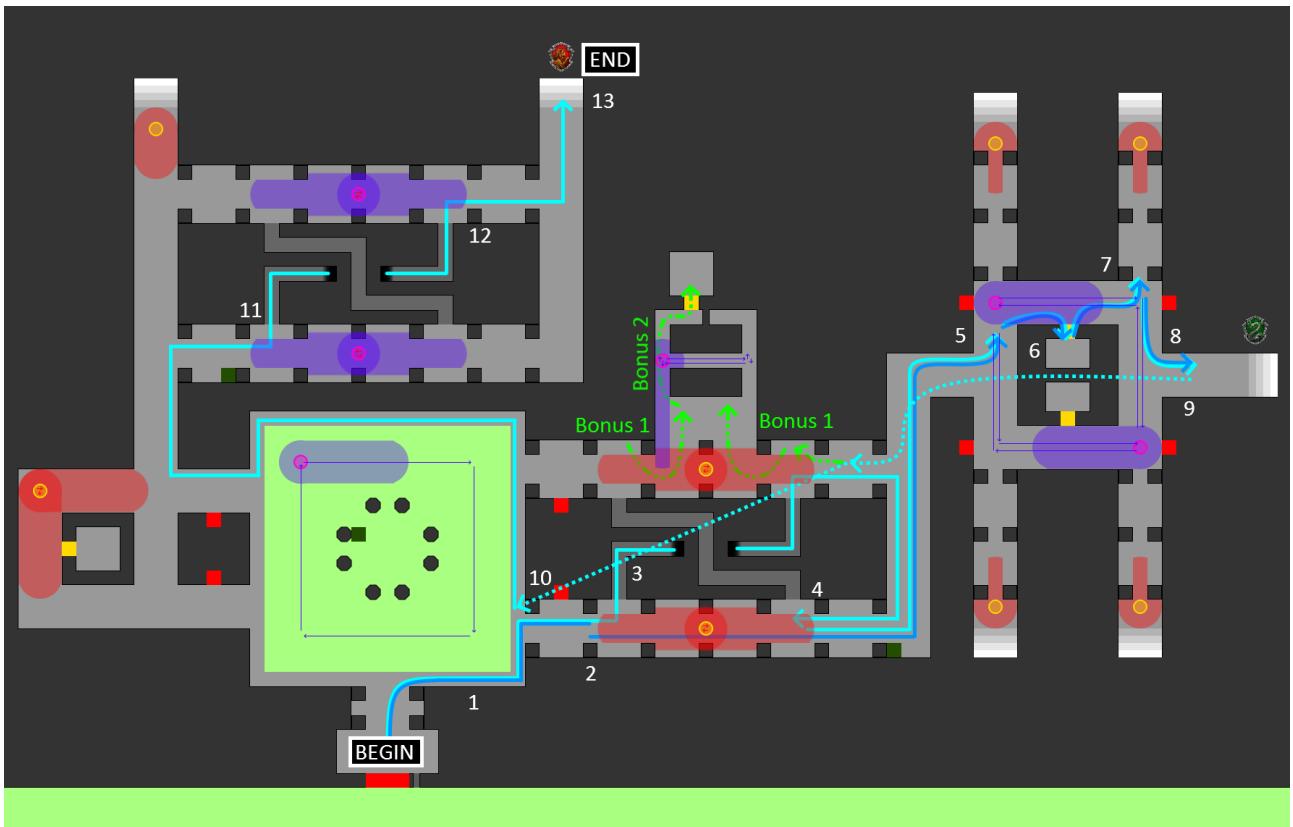
Legend

Stairs	Hiding Spot	Paths and look directions
Secret passage	Gryffindor's Dormitory	Caretaker
Locked/inaccessible door	Slytherin's Dormitory	Prefect
Door		

Path Minerva has to follow for the first introductory part, trying to get the key to open the entrance door for Delphini.



Optimal solution for the second part of the level.



Legend

Stairs	Hiding Spot	Paths and look directions
Secret passage	Gryffindor's Dormitory	Precator
Locked/inaccessible door	Slytherin's Dormitory	Prefect
Door		

Note Taking alternative paths in the two parallel corridors leads to the same result.

Part 1 Deliver Delphini to Slytherin's Dormitory.

1. Call Delphini from the corner only when the Caretaker looping around the courtyard isn't in sight.
2. Make Delphini stop before the FOV of the Prefect.
3. Take the secret passage in Cat-Form to emerge past the Prefect on the parallel corridor, then loop around to the corridor where Delphini is waiting.
4. In Cat-Form Call Delphini so she starts moving towards Minerva, and immediately approach the Prefect to distract him, so Delphini will get past him.
5. As soon as the top Caretaker starts moving, stay behind him and enter the bottom door halfway through the corridor, with Delphini following you all the time. If you start moving too late the "other" caretaker coming from below will spot you.
6. Wait for the Caretaker to reach the very right side to then move downwards, then go right-up and hide behind a column.

7. Wait for the Caretaker to come back from below and turn left, then go bottom-right.
8. Delphini successfully reached Slitherin's Dormitory entrance.
9. Backtrack to starting position.

Part 2 : Reach Gryffindor's Dormitory. Either happens after having helped Delphini, or at the start if Minerva refuses to help her.

10. Reach the left side of the courtyard avoiding the FOV of the looping caretaker
11. Like in step 3, wait for the Prefect to look the other way, and enter the secret passage in Cat-Form.
12. Minerva successfully reached Gryffindor's Dormitory entrance.

Bonus (Before or after part 1): get the secret ingredient.

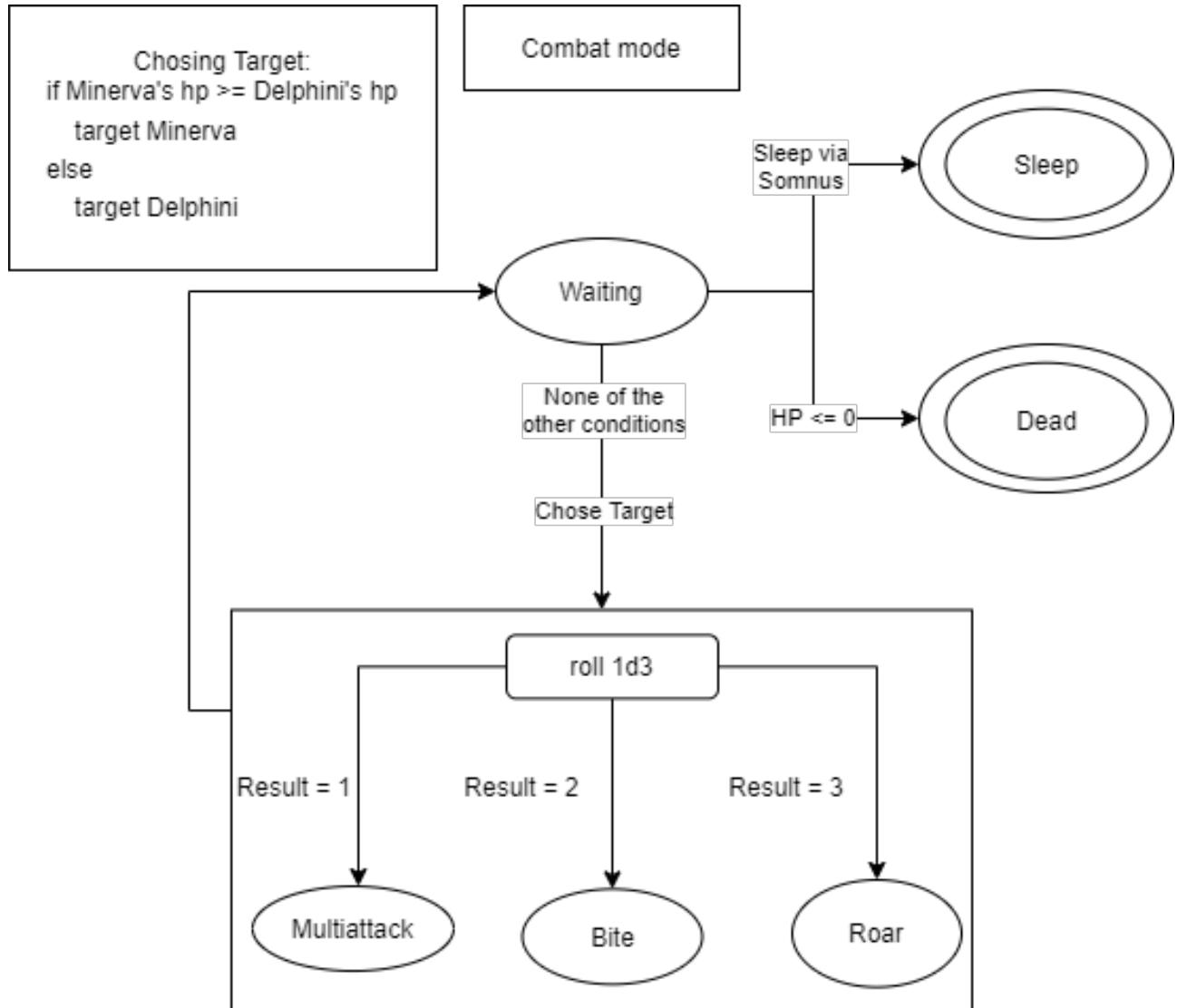
1. As soon as the Prefect looks the other way reach the empty space on the other side of the middle column. Moving along the edges Minerva risks being caught by the patrolling Caretaker, the safest solution is moving as fast as possible but looping widely getting closer to the Prefect before turning up.
2. Keeping an eye on the caretaker on the upper corridor, move up from the left side as soon as he starts moving towards the right side.

3.4 Level Gameplay

3.4.1 NPCs Finite State Machines

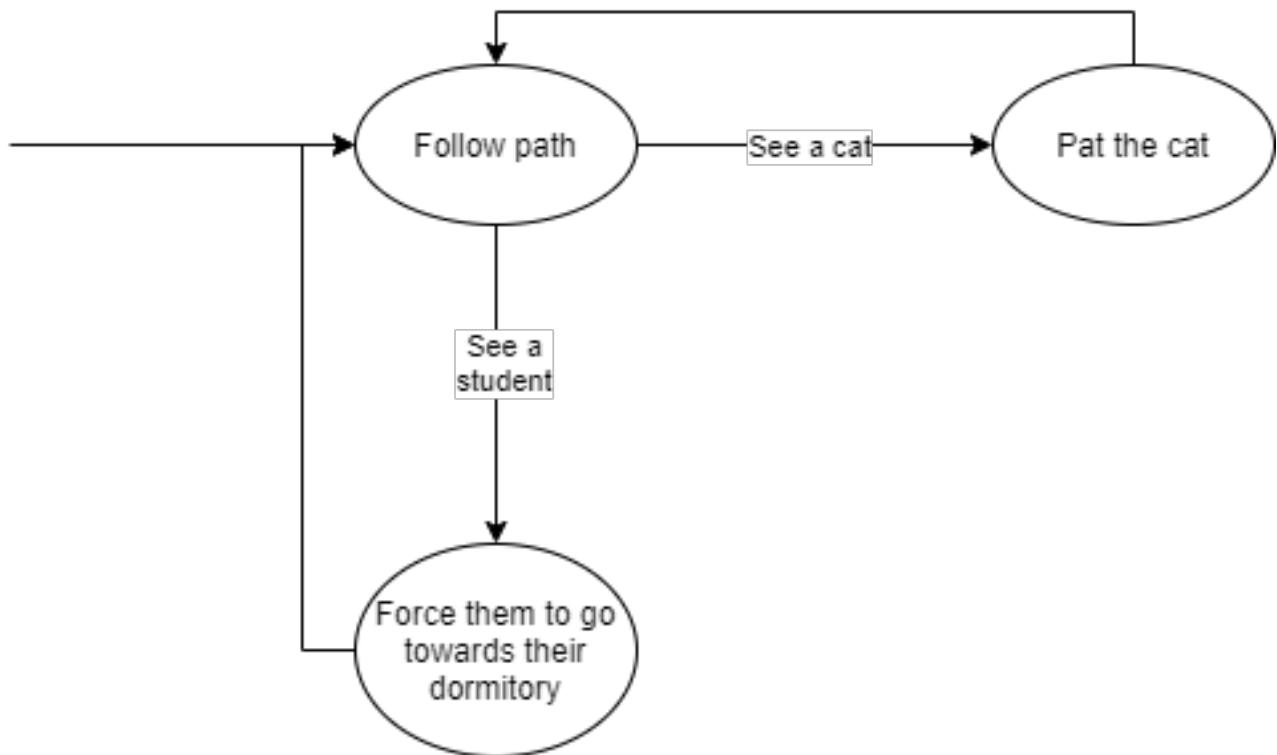
Cerberus

- In Combat mode:



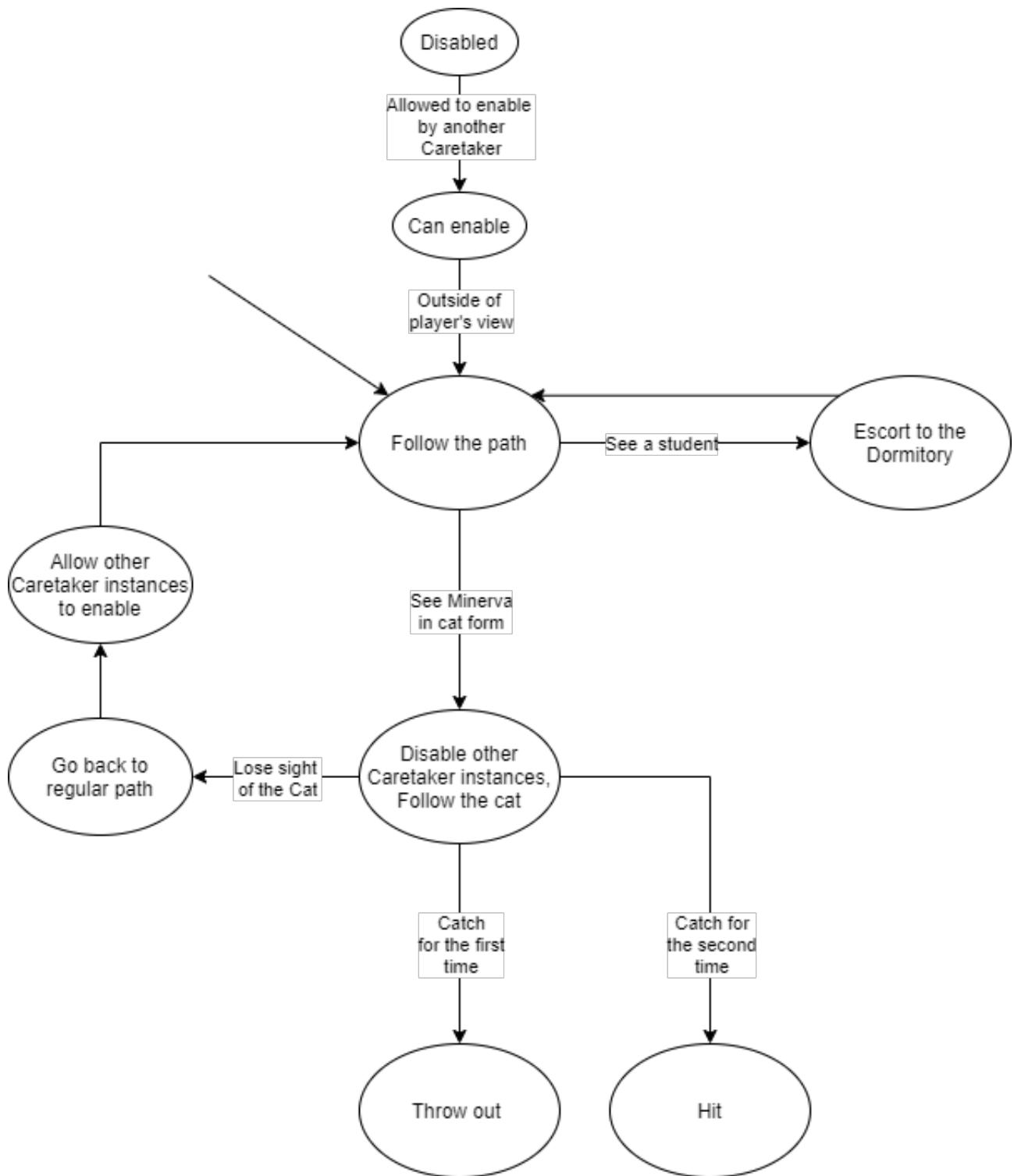
Prefects

- Puzzle:



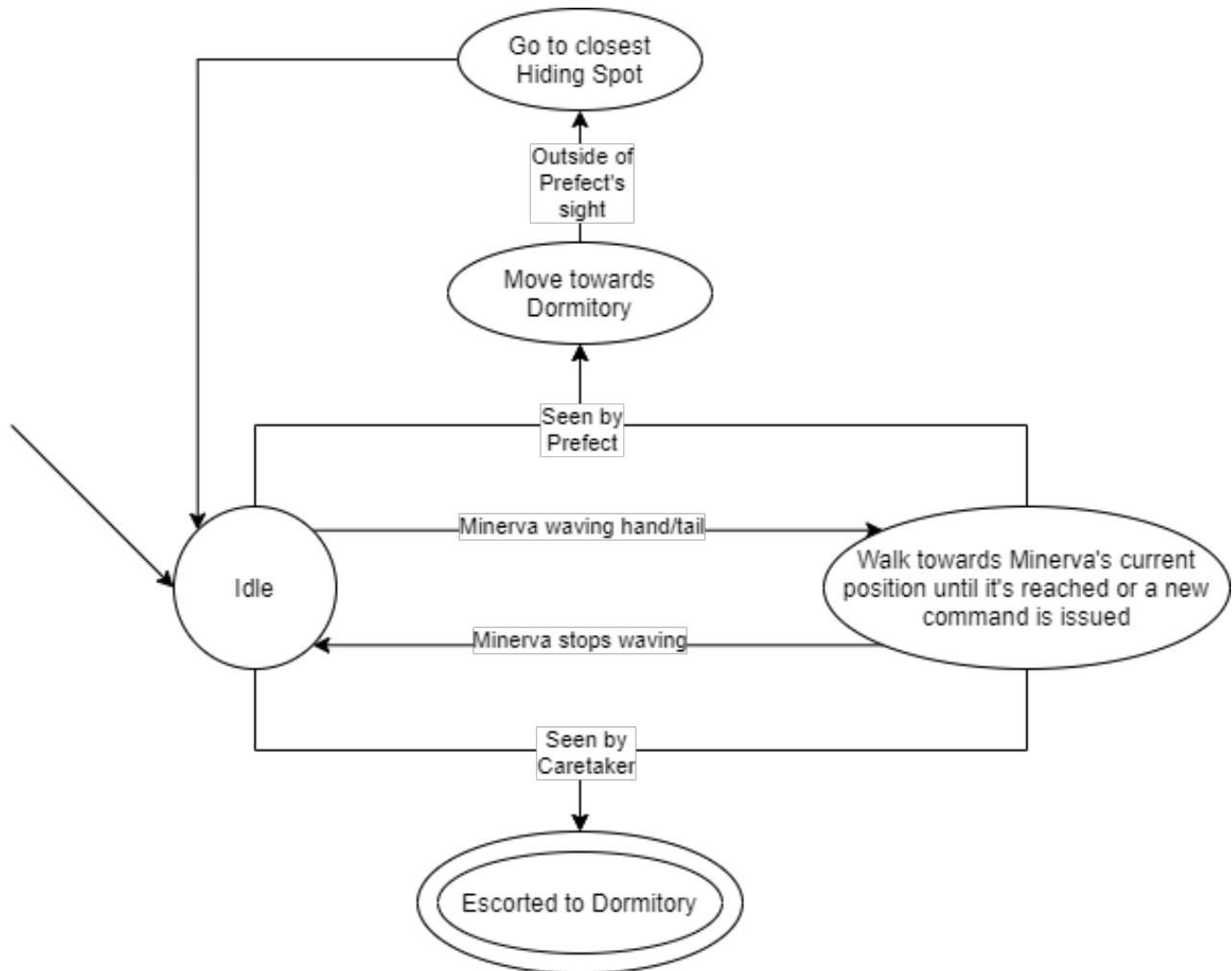
Caretaker

- Puzzle:



Delphini

- Puzzle:



3.4.2 Cerberus Battles

After the first turn, Delphini will remind Minerva (and the Player) that Cerberuses are vulnerable to sleep. If the player succeeds in casting Somnus (sleeping spell) the fight will cease and the two can escape (getting full rewards) without killing the Cerberus.

Reward The player will get: 2300XP, 60 Galleon, 80 Sickle and 100 Knut.

3.4.3 Puzzle Mechanics

There are various mechanics involved in the second part of the level.

Minerva and Delphini Minerva will have to take advantage of her cat form in order to move through some hidden passages. Moving through these is a requirement to reach the end of the level (Gryffindor's Dormitory), but isn't strictly necessary for the parallel corridoors on the right side. There, with good timing, the player can take advantage of the top-side opening to loop around the prefect in the top corridor. However this is more of a challenge for players who like to challenge themselves; using the secret passage is the easiest and intended solution.

Minerva can tell Delphini to follow her or stop in a place at any time and in any form. The player has to control Delphini this way.

Prefects In Cat form the player can willingly enter a Prefect's FOV to distract him. Combined with the previous mechanic, the player can make Delphini start moving through a dangerous area, then immediately distract the Prefect so that Delphini can reach her destination safely.

Being seen by a Prefect in human form is more of a nuisance. Minerva will be separated from Delphini as they will be directed to the respective Dormitories. In this case the player with Minerva has to first find Delphini (who will be in the closest of the predefined Hiding Spots), and then proceed through the level.

Caretaker(s) The real enemy here is the Caretaker. There are multiple instances of him across the map, but the player should have the feeling that it's always the same NPC who is unexplainably doing an excellent job as checking the whole castle at any time (some aesthetic-only doors in the environment around his patrol zones should give the idea that he too is using some secret passages to reach different places that quickly)

Being caught by the Caretaker in human form is an instant game over, sending the player to the end of the level but with his missions failed. However being caught while in human form gives the player one more chance, since the first time he's caught Minerva will be thrown out of the castle, and will have to restart from the beginning. If this happens before Delphini reaches her Dormitory, she will again hide in the closest Hiding Spot, and the player will have to first find her.

When the Caretaker spots Minerva in her Cat-Form, he will try to catch her, following her steps. During that phase all other "Caretaker" instances will be temporarily disabled, until the Caretaker following the player renounces and goes out of sight. Other Caretakers will respawn except for the ones which spawn is inside the player's view; those will only respawn when the player loses sight over their spawn position. The Caretaker following the player will gradually increase his walking speed. In order to make him renounce, the player has to go in a Cat-Form only passage, or turn multiple corners before he gets too close. This can be exploited by the user as a dangerous way to distract the Caretaker and get him off of otherwise more strictly guarded areas.

The Caretaker cannot be distinguished from Prefects until Minerva is 4 or less tiles away from him.

Puzzle-specific UI and navigation There will be two arrows on the top and right borders of the screen, pointing respectively to Gryffindor's and Slytherin's dormitories; each will be

identified by that House's blazon, and they will move along the dedicated border.

For example, Gryffindor's arrow will stay on the very left of the top border as long as that dormitory's entrance's X coordinate is outside of the very left of the player view. Same for the right. When the entrance's X coordinate is within the player view's width (regardless of if it's vertically inside the player's view) it will move to point at the exact position of the dormitory entrance. The idea is to give the player an overall idea of the dormitories exact position despite not having either of them on screen. Since they are both on the extreme borders of the map there's no concern that the player might go up over Gryffindor's dormitory entrance or right over Slytherin's.

Rewards/Results

Part 1 (with Delphini):

- Accept to help Delphini:
 - Reach Delphini's Dormitory successfully: +10 Friendship.
 - Delphini Caught: -10 Points to Slytherin, -10 Friendship.
 - Minerva Caught: -10 Points to both Slytherin and Gryffindor, -4 Friendship
- Refuse to help Delphini: -10 Points to Slytherin, -8 Friendship.

Part 2 (Alone), carries rewards from part 1:

- Reach Minerva's Dormitory successfully: nothing, have rewards from part 1 already.
- Minerva Caught: -10 Points to Gryffindor.

3.4.4 Sheets for Characters at expected level and Enemies

	Minerva					Skills	
		Background	Sage			Strength	-1
		Alignment	Neutral Good			Athletics	-1
	Race	Human	Gender	Female		Dexterity	0
	Class	Wizard	Height	1.80		Acrobatics	0
	Size	Medium	Weight	65		Sleight of Hand	0
	Vision	Normal	Hair	Black		Stealth	0
	Level	8	Eyes	Aquamarine		Constitution	1
EXP to next level		14000					
HP	42	Hit Dice	Max Uses: 8	Intelligence	8		
			Dice Roll: 1d6	Arcana	8		
AC	0	Melee To Hit	+ 2	History	8		
Initiative	0	Melee Damage	-1	Investigation	8		
Proficiency Bonus	3	Ranged To Hit	+ 3	Nature	5		
		Ranged Damage	0	Religion	5		
Spell DC	16	Spell To Hit	+ 8	Wisdom	7		
Arcane Tradition	Evocation	Save Throws Proficiency	INT, WIS	Animal Handling	4		
Ability Scores		Modifiers		Insight	7		
STR	9	-1		Medicine	4		
DEX	11	0		Perception	4		
CON	13	1		Survival	4		
INT	20	5		Charisma	2		
WIS	18	4		Deception	2		
CHA	14	2		Intimidation	2		
				Performance	2		
				Persuasion	2		
Class Abilities		Description				Effect	
Wizardry		You have the ability to cast spells. In addition, once per day during a short rest, you can regain expended spell slots with a combined level that is less than or equal to half your Wizard level (round up), no slot may be higher than 6th level.				-	
Arcane Tradition - Evocation		The gold and time you must spend to copy an evocation spell into your spellbook is halved.				-	
Sculpt Spells		When you cast an evocation spell that affects other creatures, you can choose a number of creatures equal to the spell's level + 1. The chosen creatures automatically succeed on their save throws against the spell, and they take no damage if they would normally take half damage.				-	
Ability Score Improvement or Feat		Increase one ability score by 2, or two ability scores by 1. Cannot increase a score beyond 20 using this feature. Alternatively, you may forgo improving ability scores to take a feat.				Add +2 INT	
Potent Cantrip		When a creature succeeds a saving throw against your evocation cantrip that deals damage, the creature still takes half damage but suffers no additional effect.				-	
Ability Score Improvement or Feat		Increase one ability score by 2, or two ability scores by 1. Cannot increase a score beyond 20 using this feature. Alternatively, you may forgo improving ability scores to take a feat.				Add +2 WIS	
Unique Abilities		Description					
Concentration Points		You have a pool of Concentration Points equal to your Wizard Level plus your Intelligence Modifier. Each turn you recover as many Concentration Points as your Wizard Level.					
Animagus		If you have at least 1 Concentration Point you can shift into your Cat form. Each turn in Cat form decreases Concentration Points by one. Once you reach 0 Concentration Points you turn back to your Human form. While in Cat form, you can't recover Concentration Points or cast spells.					
Cat Form		Your game Statistics are replaced by the Statistics of the chosen creature, though you retain your Alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw Proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you, and the bonus listed in its Statistics is higher than yours, use the creature's bonus in place of yours.					

Cat form attributes					
Ability Scores		Modifiers	Stats		Skills
STR	3	-4	HP	2	Perception +3
DEX	15	2	AC	12	Stealth +4
CON	10	0	Initiative	2	
INT	3	-4			
WIS	12	1			
CHA	7	-2			

	Delphini			
		Background	Sage	
		Alignment	Neutral Evil	
Race	Human	Gender	Female	
Class	Wizard	Height	1.65	
Size	Medium	Weight	58	
Vision	Normal	Hair	Black	
Level	8	Eyes	Aquamarine	
EXP to next level		14000		

HP	42	Hit Dice	Max Uses:	8
			Dice Roll:	1d6
AC	11	Melee To Hit	+ 2	
Initiative	1	Melee Damage	-1	
Proficiency Bonus	3	Ranged To Hit	+ 4	
		Ranged Damage	1	
Spell DC	16	Spell To Hit	+ 8	
Arcane Tradition	Evocation	Save Throws Proficiency	INT, WIS	

Ability Scores	Modifiers	
STR	9	
DEX	12	
CON	12	
INT	20	
WIS	14	
CHA	18	

Skills	
Strength	-1
Athletics	-1
Dexterity	1
Acrobatics	1
Sleight of Hand	1
Stealth	1
Constitution	1
Intelligence	8
Arcana	8
History	8
Investigation	8
Nature	5
Religion	5
Wisdom	5
Animal Handling	2
Insight	5
Medicine	2
Perception	2
Survival	2
Charisma	4
Deception	4
Intimidation	4
Performance	4
Persuasion	4

Class Abilities	Description	Effect
Wizardry	You have the ability to cast spells. In addition, once per day during a short rest, you can regain expended spell slots with a combined level that is less than or equal to half your Wizard level (round up), no slot may be higher than 6th level.	-
Arcane Tradition - Evocation	The gold and time you must spend to copy an evocation spell into your spellbook is halved.	-
Sculpt Spells	When you cast an evocation spell that affects other creatures, you can choose a number of creatures equal to the spell's level + 1. The chosen creatures automatically succeed on their save throws against the spell, and they take no damage if they would normally take half damage.	-
Ability Score Improvement or Feat	Increase one ability score by 2, or two ability scores by 1. Cannot increase a score beyond 20 using this feature. Alternatively, you may forgo improving ability scores to take a feat.	Add +2 CHA
Potent Cantrip	When a creature succeeds a saving throw against your evocation cantrip that deals damage, the creature still takes half damage but suffers no additional effect.	-
Ability Score Improvement or Feat	Increase one ability score by 2, or two ability scores by 1. Cannot increase a score beyond 20 using this feature. Alternatively, you may forgo improving ability scores to take a feat.	Add +1 CHA, Add + 1 INT

Unique Abilities	Description
Friendship Level	Friendship level is a value between 0 and 10, which can decrease or increase according to your relationship with Minerva throughout the story.
Combined Spells	If friendship level is above 5, you can use your reaction to cast an Attack spell matching the one casted by Minerva. You can use this ability once every two attacks.
Forbidden Knowledge	If friendship level is below 5 and you have the necessary spell slot, you can cast Unforgivable Curses.
Unarmed Casting	Can cast lvl 0 spells even when she doesn't have a wand equipped.

	Cerberus
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Ability Scores		Modifiers	Stats	
STR	19	4	HP	104
DEX	12	1	AC	16
CON	18	4	Initiative	1
INT	10	0		
WIS	16	3		
CHA	9	-1		

Skills	Features		
Strength	Damage Immunities	fire, necrotic	
Athletics	7	Condition Immunities	blinded, charmed, deafened, exhaustion, frightened, stunned
Dexterity		Senses	truesight 30 ft., passive Perception 19
Stealth	4	Languages	understands all languages but can't speak
Wisdom		Challenge	6 (2300 XP)
Perception	9		

Abilities	Description
Aggressive	As a bonus action, the cerberus can move up to its speed toward a hostile creature that it can see.
Multi-headed	The cerberus can't be surprised, and it has advantage on saving throws against being knocked unconscious.
Pack Tactics	The cerberus has advantage on an attack roll against a creature if at least one of the cerberus's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions	Description
Multiattack	The cerberus makes three bite attacks.
Bite	Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 3 (1d6) fire damage.
Roar	The cerberus emits a magical roar. Each creature within 60 feet of the lion that can hear the roar must succeed on a DC 15 Wisdom saving throw or be frightened of the lion until the end of the Cerberus's next turn.