

# DEAD IN THE WATER

## STEP BY STEP PROJECT WALKTHROUGH

Welcome to Dead in the Water - an interactive text based adventure game! We're thrilled you're joining us on this adventure and congratulate you on receiving a copy of the walk through! This document will walk you through the game interactions and provide a step-by-step guide to **the critical path**, the minimum amount of interactions to successfully win the game. *The more you interact with the rooms, the better the experience so feel free to fully explore!*

All interactions can be entered into the command line using **[Interaction Option][Feature n]**. All features can be **looked at** and **interacted with based on their individual interaction options** for more storyline. **Go** will take you into different rooms. Additional commands such as **inventory** and **help** are also available. *Please see the project write up for additional details.*

A brief explanation of how this guide is set up:

## ROOM NAME

**Step-by-Step:** The critical path list of commands to enter to proceed through the room

**Feature 1:** Name of the first feature

**Interaction Options:** List of ways to interact with the Feature 1

**Feature 2:** Name of the second feature

**Interaction Options:** List of ways to interact with the Feature 2

**Feature 3:** Name of the third feature

**Interaction Options:** List of ways to interact with the Feature 3

**Feature 4:** Name of the fourth feature

**Interaction Options:** List of ways to interact with the Feature 4

**Feature 5:** Name of the fifth feature

**Interaction Options:** List of ways to interact with the Feature 5

**Feature 6:** Name of the sixth feature

**Interaction Options:** List of ways to interact with the Feature 6

**Object 1...n:** Name of objects found in this room

**Additional Options:** Any additional options that can be completed specific to this room

**North:** Room that can be reached by traveling North

**South:** Room that can be reached by traveling South

**East:** Room that can be reached by traveling East

**West:** Room that can be reached by traveling West

**Up:** Room that can be reached by traveling Up

**Down:** Room that can be reached by traveling Down

Interactions that must be completed in order to complete the game are highlighted in red. *All other interactions are optional, but add to the story so you won't want to miss them!*

***And that's it! You're ready to play!***

## LEVEL ONE

### BRIG

**Step-by-Step:** look at bench, pull board, take board, look at window, use board on keys, take keys, use keys on door, go door

**Feature 1:** straw

**Interaction Options:** search, move, lift, shift

**Feature 2:** bench

**Interaction Options:** move, lift, pull on board, pull the board, pull on loose board

**Feature 3:** window

**Interaction Options:** use board on, reach through, reach in, lift keys

**Feature 4:** door

**Interaction Options:** open, push, try, check

**Object 1:** board

**Object 2:** keys

**North:** Lower Hallway

### LOWER HALLWAY

**Step-by-Step:** go wooden door

**Feature 1:** entryway

**Interaction Options:** check, examine

**Feature 2:** barred door

**Interaction Options:** try, open, check, examine

**Feature 3:** metal door

**Interaction Options:** try, open, check, examine, use handle on

**Feature 4:** wooden door

**Interaction Options:** try, open, check, examine

**Feature 5:** ladder

**Interaction Options:** climb, check, examine

**Feature 6:** trap door

**Interaction Options:** open, unlock, use key on, lift

**North:** Exam Room

**South:** Brig

**East:** Observation Room

**West:** Storage Room

**Up:** Rum

## STORAGE ROOM

**Step-by-Step:** look at locker, use board on locker, take handle, go door

**Feature 1:** locker

**Interaction Options:** use board on, pry open, pry with board, swing, open with board

**Feature 2:** paper

**Interaction Options:** examine, turn over, check

**Feature 3:** wooden door

**Interaction Options:** try, check, open, examine

**Object 3:** handle

**East:** Lower Hallway

## LOWER HALLWAY

**Note:** Repeated rooms will show an abbreviated step-by-step guide only

**Step-by-Step:** look at metal door, use handle on metal door, go metal door

## OBSERVATION ROOM

**Step-by-Step:** look at chest, use keys on chest, take skeleton key, go west

**Feature 1:** metal door

**Interaction Options:** open, try, check, examine

**Feature 2:** barred window

**Interaction Options:** check, examine

**Feature 3:** window

**Interaction Options:** check, examine

**Feature 4:** chest

**Interaction Options:** unlock, use keys on, search

**Feature 5:** bottles

**Interaction Options:** read, check, inspect, examine

**Feature 6:** papers

**Interaction Options:** read, check, inspect, flip through, skim, peruse

**Object 4:** skeleton key

**West:** Lower Hallway

## LOWER HALLWAY

**Step-by-Step:** look at trap door, use skeleton key on trap door, go trap door

## EXAMINATION ROOM

**Step-by-Step:** Optional room with additional story details

**Feature 1:** entryway

**Interaction Options:** check, examine

**Feature 2:** table

**Interaction Options:** check, examine

**Feature 3:** mirror

**Interaction Options:** check, gaze, examine

**South:** Lower Hallway

## LEVEL TWO

### Rum

**Step-by-Step:** look at bottle, empty bottle, look at bottle, search barrels, take small key, go wooden door

**Feature 1:** bottle

**Interaction Options:** pour out, dump out, empty

**Feature 2:** lamp

**Interaction Options:** examine, check, search

**Feature 3:** trap door

**Interaction Options:** open, lift, try, check, examine

**Feature 4:** barrels

**Interaction Options:** look behind, search, check, examine

**Feature 5:** wooden door

**Interaction Options:** open, check, examine, try

**Object 5:** small key

**North:** Armory

**Down:** Lower Hallway

## ARMORY

**Step-by-Step:** look at case, use small key on case, take gun, go north

**Feature 1:** cabinet

**Interaction Options:** examine, try, check

**Feature 2:** wooden door

**Interaction Options:** open, check, examine, try

**Feature 3:** locker

**Interaction Options:** examine, try, check, search

**Feature 4:** case

**Interaction Options:** use small key on, unlock

**Feature 5:** metal door

**Interaction Options:** open, check, examine, try

**Object 6:** gun

**Additional Options:** You may *use the gun* for an extra surprise at any time

**North:** Garrison

**South:** Rum Room

## GARRISON

**Step-by-Step:** go east

**Feature 1:** bunks

**Interaction Options:** search, examine, check, toss

**Feature 2:** table

**Interaction Options:** examine, check

**Feature 3:** photograph

**Interaction Options:** examine, check

**Feature 4:** wooden door

**Interaction Options:** open, check, examine, try

**Feature 5:** canvas flap

**Interaction Options:** examine, check, try, open

**Feature 6:** metal door

**Interaction Options:** examine, check, try, open

**North:** Galley

**South:** Armory

**East:** Ladder

## LADDER

**Step-by-Step:** go ladder

**Feature 1:** ladder

**Interaction Options:** examine, check

**Feature 2:** wooden door

**Interaction Options:** examine, check, try, open

**West:** Garrison

**Up:** Hallway

## GALLEY

**Step-by-Step:** Optional room with additional story details

**Feature 1:** canvas flap

**Interaction Options:** examine, check, try, open

**Feature 2:** trash can

**Interaction Options:** examine, check, search, rummage in

**Feature 3:** stove

**Interaction Options:** examine, check, search

**Feature 4:** sink

**Interaction Options:** examine, check, search

**South:** Garrison

## LEVEL THREE

### HALLWAY

**Step-by-Step:** go north

**Feature 1:** ladder

**Interaction Options:** examine, check

**Feature 2:** metal door

**Interaction Options:** use keycard on

**Feature 3:** glass door

**Interaction Options:** examine, check, try, open

**Feature 4:** locked door

**Interaction Options:** examine, check, try, open

**Feature 5:** painting

**Interaction Options:** study, examine, admire, check

**Feature 6:** plant

**Interaction Options:** study, examine, admire, check

**North:** Garden

**West:** Processing



**Down:** Ladder Room

## GARDEN

**Step-by-Step:** tip over plants, take paper clip, bend paperclip, take lockpick, go west

**Feature 1:** plants

**Interaction Options:** kick, hit, tip over, destroy, wreck, push, move

**Feature 2:** switch

**Interaction Options:** flip, use, turn on, activate, toggle

**Feature 3:** note

**Interaction Options:** examine, study, investigate, see, view, get, read

**Feature 4:** office door

**Interaction Options:** use skeleton key on

**Feature 5:** metal door

**Interaction Options:** examine, check, try, open

**Feature 6:** glass door

**Interaction Options:** examine, check, try, open

**Object 7:** Paper clip

**Object 8:** Lockpick

**Additional Options:** At any time the paper clip may be bent into the lockpick

**South:** Hallway

**East:** Side Room

**West:** Control Room

## CONTROL ROOM

**Step-by-Step:** use board on glass case, take keycard, go east

**Feature 1:** chair

**Interaction Options:** sit, rest, use

**Feature 2:** glass case

**Interaction Options:** use board on

**Feature 3:** garden door

**Interaction Options:** examine, check, try, open

**Feature 4:** group a notes

**Interaction Options:** read, investigate, study

**Feature 5:** group b notes

**Interaction Options:** read, investigate, study

**Feature 6:** group c notes

**Interaction Options:** read, investigate, study

**Object 9:** Keycard

**East:** Garden

## GARDEN

**Step-by-Step:** use skeleton key on office door, go east

## SIDE ROOM

**Step-by-Step:** look at drawer, open drawer, take cryptex, look at photo, examine photo, open cryptex, tyler, go west

**Feature 1:** garden door

**Interaction Options:** examine, check, try, open

**Feature 2:** photo

**Interaction Options:** examine, study, check

**Feature 3:** drawer

**Interaction Options:** open, pull, examine, check, try

**Feature 4:** fireplace

**Interaction Options:** light, use, start, turn on

**Feature 5:** letter

**Interaction Options:** read, examine, skim

**Feature 6:** chest

**Interaction Options:** use lockpick on

**Additional Options:** At any time the cryptex may be opened

**Object 10:** Cryptex

**West:** Garden

GARDEN

**Step-by-Step:** go south

HALLWAY

**Step-by-Step:** use keycard on metal door, go metal door

PROCESSING

**Step-by-Step:** put hand in small hole, pull crank, go hatch, leave

**Feature 1:** hatch

**Interaction Options:** use, pull, open

**Feature 2:** small hole

**Interaction Options:** put hand in, stick hand in, put arm in, stick arm in, insert hand, insert arm

**Feature 3:** crank

**Interaction Options:** pull, use

**Feature 4:** bracelet

**Interaction Options:** pull on, remove, examine, take off

**Feature 5:** metal door

**Interaction Options:** examine, check, try, open

**West:** Hallway

**Hatch:** Ends the game