

Main Menu

Text-Based RPG: The Game

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|---------------|---------------------------|
| 1. Start Game | < goes to tutorial screen |
| 2. Exit Game | < terminates program |

Tutorial

Synopsis:

You are Emma See, a young sheep farmer born and raised in the sheep-farming village of Sheepfarmerville. One morning, all of the sheep in your village suddenly disappeared. As it turns out, a sheep-napping Demon Lord had taken residence in the abandoned dungeon across the fields, running off with your town's poor, poor sheep. As the only able-bodied farmer in your town of all elderly folk, you are called to action to defeat the Demon Lord and return the missing sheep.

Gameplay: Defeat the Demon Lord's minions. Rest and stock up on items at your village with the gold you obtain from defeating monsters to advance deeper into the dungeon's depths and take back what belongs to Sheepfarmerville. Good luck, brave farmer!

Press 1 to continue. < goes to village screen

Village

- | | |
|-----------|--------------------------------------|
| 1. Rest | < heals the player character to full |
| 2. Shop | < goes to store screen |
| 3. Fields | < goes to fields screen |

Shop

- | |
|------------------------------------|
| 1. Health Potion (10 Gold) |
| 2. XXXXXXXXXX (X Gold) |
| 3. Dungeon License (A lot of Gold) |

Field/Dungeon

- | | |
|------------|--|
| 1. Explore | < goes to combat screen if # of currPos < 5, then increments currPos by 1, else goes to next transition screen |
| 2. Go back | < goes to combat screen if currPos > 0, then decrements currPos by 1, else goes to previous transition screen |

Combat

- | | |
|-------------------|---|
| 1. Attack | |
| 2. Special Attack | |
| 3. Block | |
| 4. Items | |
| 5. Run | < set random chance to take the player out of combat, |

if success then currPos -= 1

< if player dies in this screen, go to defeat screen

Transition

- | | |
|----------------------|--|
| 1. Venture onwards | < goes to dungeon1/dungeon2/boss screen depending on area player was previously in |
| 2. Return to village | < goes to village screen |

Defeat

GAME OVER

Wow. You died. :(

What will happen to the sheep now? Have you ever considered that?

Because we're so nice, we'll let you wake up in your village like none of that ever happened, free of charge.

- | | |
|--------------|--------------------------|
| 1. Village | < goes to village screen |
| 2. Main Menu | < goes to menu screen |

Victory

YOU WIN!

The sheep are home! You are a hero!

Back to a life of boring sheep farming, just how you like it. :)

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|--------------|-----------------------|
| 1. Main Menu | < goes to menu screen |
|--------------|-----------------------|