ZUUL Proposal and Map

The location for the game is set in a cave. Each room has a feature that the player must utilize in order to win.

The objective of the game is to collect the treasure and escape the cave. There is no way to escape the cave without getting the treasure. The way you get the treasure is by collecting the jewels in each designated room, and exchanging it with the Traders for keys, who are located in the two dead ends. Each Trader will only accept certain jewels, so the player must go to both in order to collect all three keys. You have the option of putting items in the storage room, as you can only hold 3 at a time. Once you have all three keys, you can go to the treasure room, which can only be unlocked by having all 3 keys present in your inventory. Once you collect the ring, you can head to the main exit and leave the cave.

This game is unique because instead of just having to search for keys to unlock the treasure room, you must exchange jewels found in specific for keys with a Trader.

It is engaging because you don’t know which jewel will be where and whether a Trader will accept the jewel you have. You have to collect the jewels and map out the rooms you’ve been in and try to find the Traders who will accept the colored jewels you have.

Blue Cavern

-blue jewel

Start room

(also storage room)

Dead End

-Trader 1

-has 2 keys

Treasure Room

-Ring of Rage

Red Cavern

-red jewel

Yellow Cavern

-yellow jewel

Main Exit

Dead End

-Trader 2

-has 2 keys