An

Eternal Destiny

by Andrea Siejna

# Overview

## Background:

Every single creature’s origin begins as a soul aimlessly searching for what its final form should be when it lives on Earth. Each soul wanders in the Spirit World before it becomes an actual “living” being, which is the destiny of every soul. However, each soul has a purpose in life and isn’t thrown onto Earth without that purpose being fulfilled nor is each soul randomly assigned what it will finally be. So each soul must meet with The Spirit King who sends them temporarily on Earth to encounter different scenarios and see where they belong in the world. Spirits do this by “test-running” as different species in different areas of the world. However, some spirits are doomed to wander the Spirit World forever because they serve no purpose on Earth.

## Goal:

You are one of these spirits; you go to the king and get sent down to Earth. There are several locations that you will explore and see where you belong. You will do different missions and help different creatures with their problems to see what creature you’ll do the most good as. To win, you will have completed each mission, avoided dying, avoided killing the innocent, and made your way back up to the spirit world to be granted life on Earth.

## Commands:

|  |  |  |  |
| --- | --- | --- | --- |
| **BACK** | Returns the player to the previous room | **TAKE** | Places an item into the player's inventory |
| **LOOK** | Prints location information | **DROP** | Removes an item from the player's inventory |
| **SCORE** | Prints current score | **INVENTORY** | Prints list of items in the inventory |
| **TIME** | Prints current amount of turns passed | **UNLOCK** | Unlocks doors |
| **STATUS** | Prints room description, score, and time | **SAY** | Initiates conversation between player and NPC |
| **SAY** | Talk to NPC | **GIVE** | Gives NPC an Item |
| **GO** | Moves player directionally (N,S,E,W) | **OBSERVE** | Observes NPCs inventory |
| **QUIT** | Ends the game | **STEAL** | Takes from NPC inventory |
| **HELP** | Prints list of commands | **SQUAWK/BARK/ROAR** | Scares away a NPC |
| **EXAMINE** | Prints description of a given item | **ATTACK/BITE** | Attacks a NPC |
| **PACK** | Adds item to a complex item | **SWIM/FLY/CLIMB** | Special directional movements |
| **UNPACK** | Removes items from a complex item | **MORPH** | Switches player's form |
|  |  | **PECK** | Special action for Pelican |

# Player:

## Spirit World:

You are a spirit! Ghastly entities just like you roam the Spirit World as floating balls of mist.

|  |  |  |
| --- | --- | --- |
| **Creature** | **Specific** **Commands** | **Inventory Limit** |
| Spirit |  | 3 |

## Savanna:

You can morph between a lioness or a lemur.

|  |  |  |
| --- | --- | --- |
| **Creature** | **Specific** **Commands** | **Inventory Limit** |
| Lioness | Roar, Bite | 1 |
| Lemur | Climb, | 2 |

## Sea:

You can morph between a pelican or a shark.

|  |  |  |
| --- | --- | --- |
| **Creature** | **Specific** **Commands** | **Inventory Limit** |
| Pelican | Fly, Squawk, Peck | 1 |
| Shark | Swim, Bite | 1 |

## City:

You can morph between a human or a dog.

|  |  |  |
| --- | --- | --- |
| **Creature** | **Specific** **Commands** | **Inventory Limit** |
| Human | Attack (weapon), | 2 |
| Dog | Bark, Bite | 1 |

Picking which creature to use and when to use will be detrimental to your scoring as there will be two ways to complete each mission. You may reach a part of the mission where you realize you need to switch to the other creature (maybe you ran out of turns or maybe you missed something). However, realizing which way is fastest earlier on will earn you more points.

# World

## The Spirit World

Place name: Plain

Place description:

There’s a large plain of dirt and rubble. Nothing but rocks around.

Up ahead you see glowing figures in the distance.

Behind you, you see a drop-off with another glowing figure floating nearby.

Items:

Dirt: Powdery cosmic dust

Rubble: Pieces of shattered rock

Rocks: A few hard rocks

NPCs:

n/a

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Place name: Cliff

Place description:

There is a path that drops off into dark nothingness.

A spirit wanders nervously back and forth from the edge of the cliff.Items:

Boulder: A large, granite boulder

NPCs:

Gray Spirit A distressed spirit with a gray aura emanating from its body

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Place name: Valley

Place description:

Mountains surround you and a dreary atmosphere looms over you.

You see a cavern approaching and the figures are getting closer.

Fog fills the valley.

Items: n/a

NPCs: n/a

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Place name: Cavern

Place description:

You reach a cavern with fog pouring out of it. Inside, there

are three glowing figures that are huddled together. They look

like balls of smoke floating and each has a different color

radiating from it. One is blue, another red, and the third, green.

To your left is a dark cobblestone path that seems to lead

into the shadows. To your right, a narrow path can be spotted.

Items:

Sign1– Savanna Warm, sunny...

NPCs:

Blue Spirit A cobalt-colored spirit

Red Spirit A crimson-colored spirit

Green Spirit An emerald-colored spirit

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Place name: Abyss (Savanna)

Place description:

You follow down the dark trail and are eventually

engulfed in a thick, black fog. You wander aimlessly

until a red light fills your vision. A giant creature that resembles

Zeus from Greek mythology stands in front of you. His eyes are

shining and he’s three times your size.

Thunder and lightning shutter in the background.

Items:

n/a

NPCs:

The Spirit King - Savanna A giant creature that resembles Zeus from Greek mythology stands in front of you. His eyes are shining and he’s three times your size.

-

Place name: Abyss (Sea)

Place description:

You follow down the dark trail and are eventually

engulfed in a thick, black fog. You wander aimlessly

until a blue light fills your vision. A giant creature that resembles

Zeus from Greek mythology stands in front of you. His eyes are

shining and he’s three times your size.

Thunder and lightning shutter in the background.

Items:

n/a

NPCs:

The Spirit King - Sea A giant creature that resembles Zeus from Greek mythology stands in front of you. His eyes are shining and he’s three times your size.

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Place name: Abyss (City)

Place description:

You follow down the dark trail and are eventually

engulfed in a thick, black fog. You wander aimlessly

until a green light fills your vision. A giant creature that resembles

Zeus from Greek mythology stands in front of you. His eyes are

shining and he’s three times your size.

Thunder and lightning shutter in the background.

Items:

n/a

NPCs:

The Spirit King - City A giant creature that resembles Zeus from Greek mythology stands in front of you. His eyes are shining and he’s three times your size.

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Place name: Narrow Path

Place description:

There’s a thin path leading into more caves. Another figure that

glows gold floats nervously back and forth. Behind you, the three

figures are huddled in a group. To your right, a dark

cobblestone path that seems to lead into the shadows.

Towards south, another shady-looking path approaches.

Items:

Sign2 – Sea Cold, wet...

Sign3 - City Urban, bustling...

NPCs:

Gold Spirit A golden-sparkling spirit

## Savanna

Place name: Clearing

Place description:

You feel the hot African climate on your fur. There’s

fields in the distance. There are three small lion cubs

whining and crying, complaining that they’re hungry. To your left,

there’s a field of short grass. To your right,

some rocks and a tree.

Items:

Stones A few large pebbles

Tree A large tree

NPCs:

Lion cub 1 A small lion cub who looks tired and hungry

Lion cub 2 A small lion cub who looks tired and hungry

Lion cub 3 A small lion cub who looks tired and hungry

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Place name: Field

Place description:

Grass surrounds you. There’s an elephant lounging in the sun.Items:

n/a

NPCs:

Elephant An enormous, gray elephant basks in the African sun

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Place name: Tal l Grass

Place description:

Two zebra are feeding on grass.

They look skittish and nervously peek over their shoulders.

Items:

n/a

NPCs:

Zebra 1 A zebra munching on some grass

Zebra 2 A zebra munching on some grass

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Place name: Canyon

Place description:

You arrive at a large canyon. There are

hoove-marks that indicate a herd commonly passes through.

Items:

carcass (after zebra dies)

NPCs:

Zebra Herd A herd of zebras

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Place name: Grassy Plains

Place description:

A trail of nuts is seen leading up to a tree in the far distance.Items:

Nuts A couple of kola nuts

NPCs:

n/a

Place name: Warthog Den

Place description:

There is a warthog sleeping under the shade of a tree.

He grunts and snores loudly.

Items:

n/a

NPCs:

Warthog A maroon-colored warthog snoozing away

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Place name: Bottom of Tree

Place description:

These are the roots of an Acacia tree. At the top you see

a large blue-billed bird soaring around its branches.

Items: n/a

NPCs: n/a

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Place name: Top of Tree

Place description:

Branches surround the nest of the blue-bill bird.

You see its dinner sitting in the corner of the nest: juicy, pink berries.

Items: berries (after bird dies) Bright, pink berries with nourishing properties

NPCs:

Blue-Billed Bird A grumpy avian creature flutters around its nest

## Sea

Place name: Buoy

Place description:

You’re on a buoy out at sea that has drifted far from the shore.

In the distance, a ship can be spotted. In the sky, you see

birds flying around. Below, the dark ocean looms underneath you.

Items:

Buoy Slimy, seaweed covered buoy

NPCs:

n/a

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Place name: Under the Buoy

Place description:

You splashed into the waters. It’s cold and in the

distance you can see whales swimming.

Items:

n/a

NPCs:

n/a

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Place name: Coral Reef

Place description:

Above you is the front of the boat.

There is a school of fish swimming around.

Items:

Key A shiny, golden key

NPCs:

Fish A school of fish

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Place name: Under the Boat

Place description:

Above you is the back of the boat.

There is a group of tuna fish that are huddled together.

You hear them talk about the fishermen.

Items:

n/a

NPCs:

Tuna A group of tuna fish

Place name: Sky

Place description:

Up in the clouds there are two seagulls soaring. You see a ship underneath you.

Items:

n/a

NPCs:

Seagull 1 A grey seagull with brown feathers

Seagull 2 A brown seagull with grey feathers

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Place name: Seaside

Place description:

A stingray is seen floating

with the current of the tide.

Items:

n/a

NPCs:

Stingray A blue stingray

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Place name: Back of Boat

Place description:

There is one fisherman

pulling in a net from the ocean.

Items:

Net Grey, slimy fishing net

NPCs:

Kyle A scummy-looking boy with a weird mustache

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Place name: Front of Boat

Place description:

Two fishermen hold spears and nets and greedily talk about the whales they’re about to poach.

Items:

n/a

NPCs:

Fisherman John A sleazy-looking guy wearing a poncho

Fisherman Bob A grimy-looking man wearing overalls

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Place name: Inside of Boat

Place description:

Various levers and buttons are on all the walls and surfaces of the room. This looks more like a spaceship than a boat.Items:

Items:

Button Large red button

Lever A silver lever with the words 'DO NOT PULL'

Seashell Beautiful, sparkling seashell

NPCs:

n/a

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Place name: Seaweed forest

Place description:

Clumps of seaweed drift pass. A group of whales are swimming past.

Items:

Seaweed Slimy seaweed

NPCs:

Whale 1 A large, friendly beluga whale

Whale 2 A friendly, large beluga whale

## City

Place name: Apartment

Place description:

You’re in a living room of an empty apartment. There is a TV on displaying the local news. A terror of a criminal can be heard from the anchorman. A container of half-eaten Chinese food is on the coffee table.

Items:

Tv TV is on the news channel: URGENT! A CRIMINAL ON THE LOOSE!

Coffee Table Large wooden coffee table

Chinese Food Half-eaten General Tso's chicken inside a paper container

NPCs:

-

Place name: Porch

Place description:

The porch of the apartment is dilapidated and a few pipes are seen in the corner. The street ahead is bustling with crowds of people and the city skyline peeks from the distance.

Items:

Pipes Rusty plumbing pipes

NPCs:

-

Place name: Street

Place description:

The road expands and you see large buildings and skyscrapers around you. Groups of people all make their way through the city. A guy walking his dog looks at you with a terrified expression.

Items:

NPCs:

Guy A gentleman with a blue shirt

Dog A German shepherd dog

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Place name: Alleyway

Place description:

A criminal and a young girl are seen feuding in the back corner against a dumpster. He raises is fist and threatens to hurt her.

Items:

Purse A Louie Vuitton handbag (after criminal defeated)

NPCs:

Criminal A grumpy middle-aged man wearing all black

Girl A young girl in a sun dress

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Place name: Basement

Place description:

The dim glow of a single light bulb illuminates a small red toolbox. A screwdriver and a hammer are seen poking out of it.

Items:

Toolbox Small red toolbox

Screwdriver Tiny Phillips-head screwdriver

Hammer Large silver hammer with wooden handle

NPCs:

-

Place name: Corner of Building

Place description:

A cop is standing looking for someone.

Items:

NPCs:

Cop An officer wearing a navy blue uniform

# Scoring

In the Spirit World, examining all the items earns you 100 pts each and talking to NPCs earns you 100 as well. The overall scoring is done by measuring the average length of turns it takes and varying pts by that. The most points available is 1200, a perfect score.

**An Eternal Destiny  
Walkthrough**

**Spirit World**

You begin at the Plain in the Spirit World. There are three paths you can take that will lead to a *Spirit King*, but each path will take you to a different world.

Savanna Path: **GO** north, **GO** north, **GO** west, **SAY** hi to *savanna spirit king*,  
 reply **A** to each statement.

City Path: **GO** north, **GO** north, **GO** east, **SAY** hi to *city spirit king*,  
 reply **A** to each statement.

Sea Path: **GO** north, **GO** north, **GO** west, **GO** south, **SAY** hi to *sea spirit king*,  
 reply **A** to each statement.

(**NOTE**: examining anything and talking to everyone in the Spirit World will earn you bonus pts)

**Savanna**

**Mission requirements:**  
*Lion Cub (Biggest)* receiving the berries **OR**  
*Lion Cub (Smallest)* receiving the carcass **OR**  
*Lion Cub* receiving the berries

You begin this mission at the Clearing. You will be prompted to pick a creature. There are two ways to travel to complete the mission.

1. GOeast, east, north. You'll arrive at the bottom of the tree. If you're not the Lemur then MORPH and CLIMB up. You will encounter the bird. MORPH into the Lioness. BITE Bird until it has been defeated. It will drop the berries. TAKE the berries. MORPH into Lemur. CLIMB down. GO south, south, west. GIVE berries to Lion Cub or Lion Cub (Biggest). Mission accomplished.

2. GO west, north, north. You'll arrive at the canyon. If you're not the Lioness, then MORPH and BITE the zebra herd until it has been defeated. TAKE the carcass. GO south, south, east. GIVE the carcass to Lion Cub (Smallest). Mission accomplished.

You will be given some info about your current state then sent back to the Plain to complete the other missions.

**Sea**

**Mission requirements:**  
*Tuna*  receiving the seashell or  
Pelican PECKING the button or lever

You begin this mission at the Buoy. You will be prompted to pick a creature. Pick the Shark and SWIM down. Go east. Take key. Morph into pelican and fly up. Unlock "east". Go east. \*\* Peck "button" or "lever".

\*\*alternate:

Take seashell. Go east. Morph shark. Swim down. Give seashell to tuna.

You will be given some info about your current state then sent back to the Plain to complete the other missions.

**City**

**Mission requirements:**  
*Girl* receiving the purse

You begin this mission at the Apartment. You will be prompted to pick a creature. Pick one and go north. On the porch are pipes you can TAKE. Go east. Go south. \*\* Attack criminal with pipes until defeated. Take purse and give it to the girl.

\*\*alternate:

Morph into dog. Bite criminal until defeated. Take purse and give it to the girl.

You will be given some info about your current state then sent back to the Plain to complete the other missions.

Once all missions are completed, your score will

determine what creature you end up as on earth.

Reflections:

* What did you like about implementing this game?  
  I liked figuring out how to actually program this whole thing. I liked taking a bare program and replacing/fixing/adding things to make it my own game.
* What was the hardest part?

The hardest part was debugging and figuring out why something wasn't working. It required me to examine each line of code until I understood why it didn't work and fixed it.

* What parts of the game were part of your original design but did not make it into the actual implementation? Why?

I had several time constraints that I wanted to limit the player with, as well as limiting the morph method. I went against doing so because 1. I ran out of time and 2. because you need to morph in certain levels

* What do you think Dr. Jump should do differently for this project?

Honestly, I don't know. I liked this project a lot and I think it should stay like this!

* What would you do different if you had to do this project all over again?

Get my ideas done earlier and set spare time aside to work on this more. Time passed so quickly and I wish I got more implemented.