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CS 117

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Eternal Destiny

# 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 an ethereal world “up above” 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 mission1, avoided dying2, avoided killing others3, and make your way back up to the spirit world to be granted life on Earth4.

## 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 |
|  |  | **GIVE** | Gives NPC an Item |
| **GO** | Moves player directionally (N,S,E,W) | **OBSERVE** |  |
| **QUIT** | Ends the game |  |  |
| **HELP** | Prints list of commands |  |  |
| **EXAMINE** | Prints description of a given item |  |  |
| **PACK** | Adds item to a complex item |  |  |
| **UNPACK** | Removes items from a complex item |  |  |

# Scoring

## Winning:

* Getting a minimum amount of points
* Completing the mission in a minimum amount of turns (more turns = less points)
* Using one character is enough to complete the mission, but choosing which character from the start / figuring out what to do from the start will earn you more points. You may lead yourself into a position where you cannot do something because of the animal you are or you may cause yourself to miss something because you are a different animal
* Hidden items/items given to certain NPC’s will give you points
* Easter egg item that will give you \_\_\_ points and you end the game as a Spirit King

## Losing:

* Not earning enough points
* Points decrease as turns go by
* Certain NPC’s dying
* You die

## Time:

Certain events only occur after a certain amount of turns and some only last a certain amount of turns. The end goal of the game is to see what creature you will end up as, this will be decided by how many points you earn. If you earn too little, you lose. Whichever world you earn the most points in will determine what two creatures you will be, but whatever creature you completed the mission as will determine what you will end up being.

# 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.

**You can only morph five times** in a world, as this will help with the time limit. Therefore you must finish the mission as one character or lose if you ran out of options for a character.

# World

## The Spirit World

|  |  |  |
| --- | --- | --- |
| **C:\Users\TEMP.KINGS.003\Downloads\Untitled Diagram.png** | | |
| **NAME** | **DESCRIPTION** | **EXITS: [NORTH, SOUTH, EAST, WEST, UP, DOWN]** |
| Cliff | There is a path that drops off into dark nothingness. A spirit wanders nervously back and forth from the edge of the cliff. | Plain, x, x, x |
| Plain | **START**  There’s a large plain of dirt and rubble. Nothing but rocks nearby. Up ahead you see glowing figures in the distance. Behind you, you see a drop-off with another glowing figure floating nearby. | Valley, Cliff, x, x |
| Valley | Mountains surround you and the same dreary atmosphere follows. You see a cavern approaching and the figures are getting closer. Fog fills the valley. | Cavern, Plain, x, x |
| Cavern | 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. | x, Valley, Narrow Path, Abyss 1 |
| Abyss (1) | 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. Thunder and lightning shutter in the background. | X, x, Cavern, x |
| Narrow Path | There’s a thin path leading into more caves. Another figure that glows gold floats whimsically to and fro. 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. | X, Abyss 2, Abyss 3, Cavern |
| Abyss (2) | 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. Thunder and lightning shutter in the background. | Narrow Path, x, x, x |
| Abyss (3) | 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. Thunder and lightning shutter in the background. | X, x, x, Narrow Path |

## Savanna

|  |  |  |
| --- | --- | --- |
| **C:\Users\TEMP.KINGS.003\Downloads\Untitled Diagram(1).png** | | |
| **NAME** | **DESCRIPTION** | **EXITS: [NORTH, SOUTH, EAST, WEST]** |
| Clearing | You’re in the savannah. What animal would you like to start off as: Lion or Lemur?  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. | X, x, Grassy Plains, Field |
| Field | Grass surrounds you. There’s an elephant lounging in the sun. | Tall Grass, x, Clearing, x |
| Tall Grass | Two zebra are feeding on grass. They look skittish and nervously peek over their shoulders. | Canyon, Field, x, x |
| Canyon | You arrive at a large canyon. There are hoof-marks that indicate a herd commonly passes through. | X, Tall Grass, x, x |
| Grassy Plains | A trail of nuts is seen leading up to a tree in the far distance. | Warthog Den, x, x, Clearing |
| Warthog Den | There is a warthog sleeping under the shade of a tree. He grunts and snores loudly. | Bottom of Tree, Grassy Plains, x, x |
| Bottom of Tree | These are the roots of an Acacia tree. At the top you see a large blue-bill bird soaring around its branches. | x, Warthog Den, x, x, Top ofTree |
| Top of Tree | Branches surround the nest of the blue-bill bird. You see its dinner sitting in the corner of the nest: juicy, pink berries. | x, x, x, x, bottom of Tree |

## Sea

|  |  |  |
| --- | --- | --- |
| **C:\Users\TEMP.KINGS.003\Downloads\Untitled Diagram(2).png** | | |
| **NAME** | **DESCRIPTION** | **EXITS: [NORTH, SOUTH, EAST, WEST, Up, Down]** |
| Buoy | **START**  You’re at sea. What animal would you like to start off as: Pelican or Shark?  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. | x, Under the Buoy, x, x, sky,underthebuoy |
| Sky | Up in the clouds there are two seagulls soaring. You see a ship underneath you. | X, Buoy, Front of Boat, x |
| Front of Boat | Two fishermen hold spears and nets and greedily talk about the whales they’re about to poach. | X, Coral Reef, Inside of Boat, Sky |
| Inside of Boat | Various levers and buttons are on all the walls and surfaces of the room. This looks more like a spaceship than a boat. | X, x, Back of Boat, Front of Boat |
| Back of Boat | There is one fisherman pulling in a net from the ocean. | X, Under the Boat, Seaside, Inside of Boat |
| Seaweed forest | Clumps of seaweed drift pass. A group of whales are swimming past. | X, x, Under the Buoy, x |
| Under the Buoy | You splashed into the waters. It’s cold and in the distance you can see whales swimming. | Buoy, x, Coral Reef, Seaweed Forest |
| Coral reef | Above you is the front of the boat. There is a school of fish swimming around. Hidden behind a rock, a seashell sparkles. | Front of Boat, x, Under the Boat, Under the Buoy |
| Under the Boat | 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. | Back of Boat, x, x, Coral Reef |
| Seaside | A stingray is seen floating with the current of the tide. | X, x, x, Back of Boat |

## City

|  |  |  |
| --- | --- | --- |
| C:\Users\TEMP.KINGS.003\Downloads\Untitled Diagram(3).png | | |
| **NAME** | **DESCRIPTION** | **EXITS: [NORTH, SOUTH, EAST, WEST]** |
| Apartment | **START**  You’re in an apartment. What creature would you like to start off as: Human or Dog?  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. | Porch, x, Basement, x |
| Porch | 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. | Corner of Building, Apartment, Street, x |
| Street | 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. | X, Alleyway, x, Porch |
| Alleyway | 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. | Street, x, x, x |
| Basement | The dim glow of a single light bulb illuminates a small red toolbox. A screwdriver and a hammer are seen poking out of it. | X, x, x, Apartment |
| Corner of Building | A cop is standing looking for someone. | X, Porch, x, x |

# Items

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Type** | **Location** | **Description** | **Purpose** |
| Boulder | Unmovable | Cliff | A large granite boulder |  |
| Dirt | Play (extra) | Plain | Powdery cosmic dust | Distract player |
| Rubble | Play (extra) | Plain | Pieces of shattered rock | Distract player |
| Rocks | Play (extra) | Plain | A few hard rocks | Distract player |
| Sign1– Savanna | Unmovable | Cavern | Warm, sunny... | Inform player |
| Sign2 – Sea | Unmovable | Narrow Path | Cold, wet... | Inform player |
| Sign3 - City | Unmovable | Narrow Path | Urban, bustling... | Inform player |
| Stones | Play (extra) | Clearing | A few large pebbles | Distract player |
| Tree | Unmovable | Clearing | A large tree |  |
| Nuts | Play (extra) | Grassy Plains | A couple of kola nuts | Distract player + deplete time |
| Berries | Play (mission) | Top of Tree | Bright, pink berries with nourishing properties | Mission requirement for lemur + pts |
| Buoy | Unmovable | Buoy | Slimy, seaweed covered buoy |  |
| Button | Unmovable,  Play (mission) | Inside of Boat | Large red button | Mission requirement for pelican + pts |
| Lever | Unmovable,  Play (mission) | Inside of Boat | A silver lever with the words 'DO NOT PULL' | Mission requirement for pelican + pts |
| Net | Play (extra) | Back of Boat | Grey, slimy fishing net | Distract player + deplete time |
| Seaweed | Play (extra) | Seaweed Forest | Slimy seaweed | Distract player |
| Seashell | Play (mission) | Coral Reef | Beautiful, sparkling seashell | Mission requirement for shark + pts |
| Tv | Unmovable | Apartment | TV is on the news channel: URGENT! A CRIMINAL ON THE LOOSE! | Inform player |
| Coffee Table | Unmovable | Apartment | Large wooden coffee table |  |
| Chinese Food | Play (mission) | Apartment | Half-eaten General Tso's chicken inside a paper container | Mission requirement for dog + pts |
| Pipes | Play (mission) | Porch | Rusty plumbing pipes | Mission requirement for human |
| Toolbox | Play (mission) | Basement | Small red toolbox | Contains weapons for human (extra) |
| Screwdriver | Play (mission) | Basement (toolbox) | Tiny Phillips-head screwdriver | Mission requirement for human |
| Hammer | Play (mission) | Basement (toolbox) | Large silver hammer with wooden handle | Mission requirement for human |
| Magical Cookie | Play (bonus) |  |  |  |
|  |  |  |  |  |

# Non-Player Characters

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Location** | **Description** | **Purpose** | **Dialogue** | **Add. Notes** |
| Gray Spirit | Cliff | A distressed spirit with a gray aura emanating from its body | Informs player of mission | "You look new around here... You must find the Spirit King and try to get out of this world!" | Normal Character |
| Blue Spirit | Cavern | A cobalt-colored spirit | Informs player of mission | "You don't have an aura, are you new here? I've just gone to a really wet place. If you like the ocean, you'll want to go there!" | Normal Character |
| Red Spirit | Cavern | A crimson-colored spirit | Informs player of mission | "I've been to the safari in a past life. It was wild! You should try to get there by talking to the Spirit King!" | Normal Character |
| Green Spirit | Cavern | An emerald-colored spirit | Informs player of mission | "I like the human world! It's more interesting than this place.. go check it out!" | Normal Character |
| The Spirit King - Savannah | Abyss (1) | 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. | Transports player to designated world | "You've found me. Now do you want a shot at life on earth? Spirits like you wander this world every day and now it's finally your chance to become more than just a soul. I'm sending you to the Savanna where you'll learn to help those who need you. You'll come back when you've finished." | Normal Character  **\*conversation\*** |
| The Spirit King - Sea | Abyss (2) | 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. | Transports player to designated world | "You've found me. Now do you want a shot at life on earth? Spirits like you wander this world every day and now it's finally your chance to become more than just a soul. I'm sending you to the Sea where you'll learn to help those who need you. You'll come back when you've finished." | Normal Character  **\*conversation\*** |
| The Spirit King - City | Abyss (3) | 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. | Transports player to designated world | "You've found me. Now do you want a shot at life on earth? Spirits like you wander this world every day and now it's finally your chance to become more than just a soul. I'm sending you to the City where you'll learn to help those who need you. You'll come back when you've finished." | Normal Character  **\*conversation\*** |
| Gold Spirit | Narrow Path | A golden-sparkling spirit | Informs player of mission | "Don't harm anything in the human world or you'll be doomed like me!" | Normal Character |
| Lion cub 1 | Clearing | A small lion cub who looks tired and hungry | Informs player of mission­­­­­ | "I'm sooooo hungry! Where's momma? I want zebra for dinner!" | **EndGameCharacter**  **\*has inventory\***  **BERRIES** |
| Lion cub 2 | Clearing | A small lion cub who looks tired and hungry | Informs player of mission | "Please find us something to eat! My mom's been gone for so long now..." | **EndGameCharacter**  **\*has inventory\***  **ZEBRA** |
| Lion cub 3 | Clearing | A small lion cub who looks tired and hungry | Informs player of mission | "MOMMMYY! I'M STAAARVING!" | **EndGameCharacter**  **\*has inventory\***  **BERRIES** |
| Elephant | Field | An enormous, gray elephant basks in the African sun | Informs player of mission | "Be careful up ahead. A herd stampedes through the canyon every sunset. You can get trampled if you're not careful! | **EndGameCharacter**  \*can be scared\* |
| Zebra 1 | Tall Grass | A zebra munching on some grass | Informs player of mission | "I heard there's a huge tree halfway from here! There's a mean old bird that guards its delicious berries!" | **LosePointsCharacter**  \*can be scared\* |
| Zebra 2 | Tall Grass | A zebra munching on some grass | Informs player of mission | "That mom lion has left her babies in the clearing for an awfully long time now..." | **LosePointsCharacter**  \*can be scared\* |
| Warthog | Warthog Den | A maroon-colored warthog snoozing away | Informs player of mission | “There’s a stingy bird up ahead that won’t share his berries. They’re so nutritious!” | **EndGameCharacter**  \*can be scared\* |
| Blue-Billed Bird | Top of Tree | A grumpy avian creature flutters around its nest | Part of the goal mission | “GET AWAY FROM MY BERRIES! NOOO!” | **LosePointsCharacter**  \*can be scared\* |
| Zebra Herd | Canyon | A herd of zebra | Part of the goal mission | "Time to migrate!" | **Monster** |
| Seagull 1 | Sky | A grey seagull with brown feathers | Informs player of mission | “Those fisher-humans are gonna score big tonight! Those whales are doomed.” |  |
| Seagull 2 | Sky | A brown seagull with grey feathers | Informs player of mission | “I heard there’s a shiny object that’ll let us into that room. We can really mess up some stuff haha!” |  |
| Fisherman John | Front of Boat | A sleazy-looking guy wearing a poncho |  | “I can’t wait to eat me some whale mwahaha!” | \*can be scared\* |
| Fisherman Bob | Front of Boat | A grimy-looking man wearing overalls |  | “Those whales are ours for sure!” | \*can be scared\* |
| Fisherman Kyle | Back of Boat | A scummy-looking boy with a weird mustache | Part of goal mission | “I hate nets…” | \*can be scared\* |
| Whale 1 | Seaweed Forest | A large, friendly beluga whale | Part of goal mission | “Today is great!” | **EndGameCharacter** |
| Whale 2 | Seaweed Forest | A friendly, large beluga whale | Part of goal mission | “Everything is going perfect today!” | **EndGameCharacter** |
| Fish | Coral Reef | A school of fish |  | “I feel bad for those whales.. If I could fly I’d go up to that boat and mess everything up for those fishermen!” | **LosePointsCharacter** |
| Tuna | Under the Boat | A group of tuna fish | Part of goal mission | **“**Strength in numbers! We can help you if you have something we want..” | **LosePointsCharacter**  **\*has inventory\***  **SEASHELL**  **\*conversation\*** |
| Stingray | Seaside | A blue stingray |  | “Those tuna are big. I’d like to have that kind of power on my team.” | **EndGameCharacter** |
| Guy | Street | A gentleman with a blue shirt |  | “I’m worried; I heard something crazy going on in an alleyway..” | **LosePointsCharacter**  **\*has inventory\***  **Chinese food** |
| Dog | Street | A German shepherd dog |  | “Bark! Bark!”  “I smell something scary happening..” | **LosePointsCharacter**  **\*has inventory\***  **Chinese food** |
| Criminal | Alleyway | A grumpy middle-aged man wearing all black | Part of goal mission | “DON’T COME ANY CLOSER OR THE GIRL GETS IT!!” | **Monster**  \*can be scared\* |
| Cop | Corner of Building | An officer wearing a navy blue uniform |  | “Have you seen anything suspicious lately?” | **EndGameCharacter**  **\*conversation\***  \*can be scared\* |
| Girl | Alleyway | A young girl in a sun dress | Part of goal mission | "HELP ME! PLEASE HELP!" | **EndGameCharacter** |

Side-notes: (from *Goals*)

1. Get a minimum amount of points.

2. Can be caused by not getting to something in a certain amount of turns or going in the wrong place

3. Can be caused by not getting to something in a certain amount of turns, using harmful command

4. At the end of each mission, you will go back to the spirit world to see your current points and see if you made the minimum amount (different responses from the spirit king maybe?) and if so, continue to another mission, if not, doomed for eternity (end of game).

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Room Name** | **Textual Aesthetics** | **NPC conversation aesthetics** | **NPCs working properly?** | **Items displaying properly?** | **Items working properly?** | **Specific action working?** |
| **Cliff** |  |  |  |  |  |  |
| **Plain** | Redo descript |  |  |  |  |  |
| **Valley** |  |  |  |  |  |  |
| **Cavern** |  |  |  |  |  |  |
| **Abyss (1)** | Savanna |  |  |  |  |  |
| **Narrow Path** |  |  |  |  |  |  |
| **Abyss (2)** | Sea |  |  |  |  |  |
| **Abyss (3)** | City |  |  |  |  |  |
| **Clearing** |  |  |  |  |  |  |
| **Field** |  |  |  |  |  |  |
| **Tall Grass** |  |  |  |  |  |  |
| **Canyon** |  |  |  |  |  |  |
| **Grassy Plains** |  |  |  |  |  |  |
| **Warthog Den** |  |  |  |  |  |  |
| **Bottom of Tree** |  |  |  |  |  |  |
| **Top of Tree** |  |  |  |  |  |  |
| **Buoy** |  |  |  |  |  |  |
| **Sky** |  |  |  |  |  |  |
| **Front of Boat** |  |  |  |  |  |  |
| **Inside of Boat** |  |  |  |  |  |  |
| **Back of Boat** |  |  |  |  |  |  |
| **Seaweed forest** |  |  |  |  |  |  |
| **Under the Buoy** |  |  |  |  |  |  |
| **Coral reef** |  |  |  |  |  |  |
| **Under the Boat** |  |  |  |  |  |  |
| **Seaside** |  |  |  |  |  |  |
| **Apartment** |  |  |  |  |  |  |
| **Porch** |  |  |  |  |  |  |
| **Street** |  |  |  |  |  |  |
| **Alleyway** |  |  |  |  |  |  |
| **Basement** |  |  |  |  |  |  |
| **Corner of Building** |  |  |  |  |  |  |