

Payton Falcone, Bismarck Nunez, Alex Men, Josh Gifford

## Game Path Overview

You woke up surrounded by labrinth like maze with no exit in sight



Two paths pathways are open, **left** and **right**

↓ **Left**

Left leads to room with a skeleton in the corner who has a shining red ring on his finger and a dagger in his other hand



**Take Ring** or **walk forward** and ignore it

↓ **Take Ring**

The skeleton wakes up and attacks you, cutting your shoulder with the dagger and drawing blood (player in hurt state?)



Attack the skeleton back, run backwards or **forwards**

↓ **Attack Skeleton**

The skeleton crumbles under your blow, turning into dust, leaving only a red ring on the ground



**Take the ring** or **continue forward**

↓ **Take Ring**

You can now cast fireball (cast fireball = true at boss fights?) (maximum of two times)

↓ **Continue Forward**

You come across a room with three different statues, statue #1 is of a dolphin, statue #2 is of an eagle, and statue #3 is of a snake (maybe have while loop here until they decide to leave or solve puzzle = true). Each statue has a button in front of it, and a large lever sits to the right of the statues.



Press button #1, #2, #3, **Lever**, **Leave**



## Press a button

Pressing the button to any of these statues changes the current one to be the next one in a list (dolphin, eagle, snake)(can use a stack)



## Press Lever Incorrect

If the three statues are not the same image, trap activates and player is hit with arrow (maybe can die here)



## Press Lever Correct

The middle statue turns around to reveal a bright red healing potion, you are no longer injured



## Leave

You are back at the start of the labrinth, you can go back left or go right



## Right

You see a long hallway that ends in another fork, can continue forward or backwards



## Continue Forward

You can go **right** or **left**, or backwards



## Right

You see a chest in an empty room, you can **open the chest**, **turn around**, or **kick the chest**(don't know if we need this one)



## Open the chest

The chest was a mimic, it leaps up and attacks you, you are now hurt



## Kick the chest

The chest falls back to reveal it was a mimic, but the kick broke it completely, leaving an orange potion within the scattered pieces of wood. Gain one **potion of strength**.



## turn around

Walk back towards the long hallway



## left

You see a pair of iron double doors decorated with skulls, both doors have an iron handle. If you have a **potion of strength** you can use it to become empowered, gaining massive strength. You can **Proceed**.



## Proceed

You see a giant minotaur standing on an iron throne, with an enormous axe standing next to him. If you have a **Ring of Fireball** you can use it, or you can **Attack Boss (not empowered)**, **Attack Boss (empowered)**

## ↓Ring of Fireball

The minotaur has a weakness to fire, and your massive fireball catches him off guard and burns him to a crisp. Proceed to **Win Fight**.

## ↓Attack Boss (empowered)

Your sword is filled with orange light and your swing cuts through the minotaur's axe and severs the minotaur in two. Proceed to **Win Fight**.

## ↓Attack Boss (not empowered)

Your swing is too fast for the minotaur and manages to injure him, but you are also attacked in return, if you are injured, you are now dead, if uninjured then you are now injured. You can **try to run**, or **attack again**

## ↓Try to run

You try to run, but the minotaur is too fast and attacks you again, if you are injured you are now dead.

## ↓Attack again

Although heavily injured, you are barely able to claim victory over the Minotaur. Proceed to **Win Fight**.

## Win Fight

Directly behind the throne is a chest full of gold and a door that leads to the outside. You Win!