

## OVERVIEW

Alminster's Absence is based in Martha's local graveyard as she searches for her missing toad, Alminster. The objectives of the game include:

- Gather points through gathering items and visiting rooms
- Craft potions using gathered items in order to increase the likelihood that player will survive the battles in the catacombs and find Alminster
- Find and equip the dagger to be able to fight the monsters ahead
- Find the skeleton key and use it to unlock the trap door to get into the catacombs
- Defeat the skeletal rat in the Catacombs
- Defeat the skeletal bat in the Catacombs
- Make and drink the flying potion to allow Martha to win the fight against the skeletal bat
- Make it to the final room in the catacombs to rescue Alminster

## **PLAYER DESCRIPTION**

Martha is the main character of Alminster's Absence that the user plays as. She comes from a long line of witches. She has a max carry weight of 30 pounds, and will have to drop items if she exceeds that limit. She has a starting health of 100 and a starting strength of 100, both of which can be altered by drinking potions. Martha has some unusual abilities since she is a witch. She is able to craft potions using recipes she finds scattered throughout the world. This is done using the CRAFT (build) command. She of course needs to consume these potions, so she also has use of the DRINK command. Martha also is able to fight enemies in the graveyard, so she is able to use the ATTACK command to fight her foes to save her pal. To fight the monsters, she must have a weapon. She comes across a dagger in the graveyard and must use the EQUIP command to be able to use it in her fights. She also must have the ability to fly in her final fight before she saves Alminster, so drinking the flying potion gives her this ability.

## WORLD DESCRIPTION

**Graves 1610-** The starting room of the player. An ordinary section of graves.

**Graves 1640-** An ordinary section of graves. A cat runs away from you when you enter.

**Graves 1660-** An ordinary section of graves

**Graves 1680-** Graves dating up to the 18th century.

**Reverend's Mausoleum:** Here Martha encounters the ghost of the Reverend. He does not speak to her, but floats around his tomb. There is a large cross on the wall in the tomb and the bottom of a narrow stairwell visible.

**Upstairs of Mausoleum:** Martha can go upstairs while the ghost stays downstairs. If she chooses to investigate, she can find a **lantern**. (Lantern is a container which stores the **fire charm** to make it light up).

**Overgrown Pond:** The pond is teeming with creatures, and she can see koi fish through the water. Martha can investigate and find a **koi scale**. She hears frog ribbits, but not Alminsters (He's not very social).

**1700-1730:** This site has large towering graves compared to the ones Martha has seen from earlier time periods. If she investigates the ground, she can find a sprouting lily or half potion recipe.

**Barren Patch of Dirt:** Martha finds nothing noteworthy here except an out of place pile of ashes. She can collect **ashes** (used in Strength Potion) and use them for her potions. She doesn't know what they are from, which can skew her results.

**1730-1750:** Here Martha sees small flat graves with the exception of one large statue.

**Martha's Relatives:** Martha comes across a section of graves that all bear her last name. She is comforted by this, and realizes that likely the gravestones may contain some helpful info from her family of witches. She finds a health potion recipe on one tomb, and a **fire charm** used in the **lantern**.

**Moonlit Path:** This seems to be a normal path walked by visitors, and Martha can discover a small dagger (needed to fight monsters in catacombs) hidden in the cluster of rose bushes to one side. She can also collect the flowers (**rose petals** used in flying potion).

**Priest's Crypt:** Martha sees a large and daunting crypt, and can enter if she chooses. Inside she sees a group of skeletons playing cards.

**Well Tended Plots:** Here the plots are well manicured and all have flowers or wreaths bestowed on them. There are scraps of **daisy petals** (used in strength potion) on the ground she can gather, as well as a spool of **thread** (used in health potion) Martha may find helpful.

**Nun's Plots:** Here Martha investigates and finds a rosary made of **onyx**, which can be used to craft her potions (used in health potion). She hears something rustling, but can find no trace of the commotion.

**1800-1820:** A normal section of graves with ivy grown over the faces. Martha can take some of the **ivy** (used in strength potion).

**Salt Circle:** As Martha approaches, she sees figures running away. She calls out to them but gets no response. She thinks they were wearing cloaks like her. Martha can decide to take some **salt** (used in flying potion), but this will break the salt circle.

**Groundskeeper's Shed:** It is a small shed where the tools are kept. Martha finds a **metal watering can** she can take with her. In this room she also finds a **scrap of a map** (used in health potion), but it is hand drawn and not labeled. She can take it if she chooses. There is evidence of a worker eating their lunch in the shed, and she can take the opened cracker bag.

**Pet Semetary:** Here Martha meets spirits of past animals. Martha calls out to them but they dont answer.

**1820-1840:** An ordinary section of graves.

**1840-1860:** An ordinary section of graves.

**1880-1900:** An ordinary section of graves.

**Wooden Trapdoor:** Martha sees a large out of place pile of leaves. If she investigates she will see a locked trap door. She can use the **skeleton key** to open the passageway.

**Skeleton Mausoleum:** Martha approaches a large tomb that looks like it has been converted into a clubhouse. There are “DO NOT ENTER” signs painted with ash and the door is locked.

**Angel Statue:** The large statue is six feet high and made of stone. On top of the statue Martha can see a crown, but cannot reach it.

**1900-1930:** An ordinary section of graves. Martha finds a potion recipe.

**Catacombs (A):** The first section of the catacombs Martha enters through the trapdoor. There is blood on the walls and blue plasma to collect (needed in flying potion). She reads a warning that says to be prepared to face foes and that death is a risk if she continues.

**Catacombs (B):** Martha comes across an infinity pool in the catacombs. She doesn't know how to swim.

**Catacombs (C):** Martha thinks she hears ribbits from far away. Looking around, she finds skeletal rats scurrying around the room. They run to her and start to bite her. She can attack it with a knife and hopefully win against the monster.

**Catacombs (D):** Martha hears flying, and sees a large skeletal bat approaching her. She can attack it with a knife and hopefully win against the monster. She must drink the **flying potion** before this fight or she will die, she needs to be able to fly to win against the bat.

**Catacombs (E):** There is a mysterious pool of water here, and it is unmoving. Martha can hear muffled ribbits and will find Alminster here.

**2000's:** A modern section of graves.

**1980-2000:** An ordinary section of graves.

**1950-1980:** These graves are more modern and have names that resemble those of people she knows. She recognizes some as relatives of her school mates. One grave seems to have been dug up recently.

**Patch of Flowers:** A pretty patch of daisies, roses and lilies.

**Fresh Graves:** An ordinary section of graves, just newer.

**Pile of Grave Markers:** Martha sees the remnants of a ladder in the pile. She also sees tossed away flower arrangements and old wreaths. There is a loud rustling coming from the pile and a snake emerges.

**Sparse Forest:** Martha sees a skeleton hanging in a noose from the tree. Below it is a warning that all who pass that point will reach the same fate.

## FEATURES

**BUILDABLE ITEMS 5 POINTS:** In the game, Martha is able to craft potions using materials she finds along the way. She will find potion recipes as she wanders through the graveyard, as well as the items needed to craft the recipes.

**Recipe 1 Flying Potion(found in catacombs A):** This recipe crafts a potion that will allow Martha to fly for a short time. She will need to use this in the catacombs. The ingredients to craft this potion are BLUE PLASMA (found in catacombs A), SALT (found in the salt circle) and ROSE PETALS (found on the moonlit path). When Martha examines the potion recipe and the following message is written to the screen: This appears to be a recipe to allow a witch to fly. “Craft petals of a thorned flower, the opposite of pepper and a touch of colored goo.” Once the player wishes to craft the potion and has the required items, they will use the CRAFT command and the three ingredients. Example user command (craft blue plasma, rose petals, salt). Player will then be given the item FLYING POTION in their inventory and the ingredients will be gone from their inventory as they have been used entirely.

**Recipe 2 Health Potion(found in Martha’s relatives plots):** This recipe crafts a potion that will grant Martha improved health. She can use this after her run-ins with the various creatures she will encounter in the catacombs. If she does not have any loss health points, she will just gain 50% over her previous max health value. (if she begins at full 100 health, she will now have 150 health). The ingredients to craft this potion are ONYX (found in the nuns burial plots), THREAD (found in the well maintained plots) and BLOOD that's not Marthas (The scrap of map item she finds in the groundskeepers shed is written in blood). When Martha examines the potion recipe the following message is written to the screen: This appears to be a recipe to increase a witch’s health by 50 percent. “Craft a shiny stone, red cells that don't belong to you, and a needle's other half.” Once the player wishes to craft the potion and has the required items, they will use the CRAFT command and the three ingredients. Example user command (craft onyx, thread, piece of map). Player will then be given the item HEALTH POTION in their inventory and the ingredients will be gone from their inventory as they have been used entirely.

**Recipe 3 Strength Potion(found in graves 1900):** This recipe crafts a potion that will grant Martha improved strength. She will need to use this during her fight in the catacombs as the only physical weapon she has is a small dagger. The ingredients to craft this potion are ASHES (found in the patch of dirt), IVY (found in graves 1800) & DAISY PETALS (found in the well maintained plots). When Martha examines the potion recipe the following message is written to the screen: This appears to be a recipe to increase a witch’s strength. “Craft a poisonous plant, a pretty-looking weed and some soot”. Once the player wishes to craft the potion and has the required items, they will use the CRAFT command and the three ingredients. Example user command (craft ashes, daisy petals, ivy). Player will then be given the item STRENGTH

POTION in their inventory and the ingredients will be gone from their inventory as they have been used entirely.

### BATTLES 10 POINTS:

In the catacombs, Martha will need to fight various foes in order to make it to the last chamber of the catacombs where Alminster is hiding.

**She has no choice but to fight in the following rooms:**

**Catacombs (C):** Martha thinks she hears ribbits from far away. Looking around, she finds skeletal rats scurrying around the room. They run to her and start to bite her. She can fend them off with the dagger. If her health is too low, her strength is too low or the monster lands more powerful hits, she will die.

**Catacombs (D):** Martha hears flying, and sees a large skeletal bat approaching her. She can attack it with a knife. If her health is too low or the monster is luckier with hit probability, she will die. She must drink the potion before this point in order to win against the bat. She can't fight the bat on the ground and be successful.

