Name: Potion Quest

Java - in Maven

Adventure with purpose, having some sort of time working in there to create **Urgency**

Health - meal, meds

MVP definition:

1. Character - need to name the Character?
2. Inventory system
3. static map
4. Items
5. actions to defeat the enemy - access item or passage
6. Dictionary of text user input
7. Validation of the text user input
8. Time tracking/countdown - sprint 2?
9. Track Health
10. W = find a potion and bring it back to the village to the person that is sick
11. L = health = 0 or run out of time

-What’s the story idea? (Who are you? What’s the hook? How does it end?)

Example: Adventurer, Little Sister is sick and need to get cure, bring back cure to save her life or you perish trying/run out of time

-What are the locations? (How are they connected? What makes them interesting?)

Example: 2 villages, forest, river (set piece), shack, cave

-What are the items you can interact with? (Where are they located? What do that do?)

Example: weapon, armor, potion, torch, food, limited inventory space, start with choosing inventory items to start

-What characters can you interact with? Where are they located? How do they interact with the main character?)

Example: Hermit in the woods, enemies (random?), final boss

-How do you navigate between locations? (What are directions to get around? What are the synonyms?)

Example: Cardinal directions, certain directions only applicable per area, must access through adjacent location

Features (Beyond MVP):

* Character creation
* Pre-built classes with stat sheets
* Randomizing NPC/item locations
* Real-time time tracking
* Easter eggs/hidden rooms
* Hard mode/difficulty settings

**Stats:**

7 total stats, health is always 100

The other 6 stats can total 60, with the max being 15 per stat

Example:

Hp: 100

—-------

Str: 10

Int: 10

Armor: 12

Agility: 8

Charisma: 15

Luck: 5

Health - how much damage can be taken before perishing

Strength - how much damage can be dealt, rolls against a defense

Intelligence - perception of the world and its occupants

Defense - stat against damage, rolls against strength

Agility - increases the rate of success for obstacles, also increases the chance for dodging attacks and landing attacks

Charisma - used for negotiating with NPCs

Luck - multiplicative modifier for RNG

Character: The average peasant, who lives to work and works to live. Maybe something interesting will happen to you…

-Health - 100

-Inventory - 5 slots total

-Actions - go/move [direction], take/grab [item], read/look [readable noun]

Items:

-Weapon - sword, +2 strength

-Armor - chainmail, +2 defense

-Food - bread +5hp, ale +20hp, -agility/-intelligence for a set amount of time(?), berries +2hp/berry, fish +15hp, rabbit +10hp

-Potion - potion salesperson has this in the 2nd village, once the user gets it, it is added to their inventory. There will be a check at the end to make sure that the potion is in the inventory when the main character returns.

Locations:

-Village1: A quaint small village near a dense forest. A few homes line the outskirts of town with the village tavern in the middle.

-Home: Your humble abode that covers all your necessities. It’s not much but you don’t complain.

-Tavern: The local watering hole where the entire village visits as the sun sets to imbibe and eat the local delicacies. Also a place to gossip and learn more about the local whereabouts.

-Forest: To the north of the village there is a forest. The forest has a flat path and will be an easier journey to find the potion. As you enter the forest you see dense tall pine trees and find a flat, narrow path.

-Cave: cold dark cave (if the player has a torch they can see more items)

-Mountain Trail: To the south of the village, a steep rocky slope rises at a sharp angle and will be difficult to climb.

-Hermit Shack: You heard about a hermit living in the mountains, some say he is a shapeshifter who eats stray children. Others say he’s just a sad old man who wishes to put his past behind.

-River: a roaring river with a strong current and a rocky bed. Prone to flooding and a great ambush site for enemies.

-Village2: A large village that sits next to the large river, this is a bustling town where merchants and traders from across the country come to trade.

-Trader: A general trader who has everything you could ask for. Maybe this is where you need to go?

-Town Center: Full of life, this is the literal center of town. Much can be learned from speaking to the locals found here.

NPC:

-Hermit:

-Dialogue 1 pt1: “What are you doing here?”

-Response Options: “How to cross the river?”, “Walk away slowly”

-Dialogue 1 pt2: “Correctly answer this, and I will give you what you are looking for.” “What flies but has no wings?”

-Response Options: “Penguins”, “Chicken”, “Time”, “Walk away slowly”

-Dialogue 1 correct: “Correct! Take these beans, and there you’ll sprout away.”

-Dialogue 1 incorrect: “Wrong! Leave this place before I turn you into a shoe!”

-Trader:

-Dialogue 1: “Welcome to Village 2, I am the most well-traveled trader here. What can I do for you?”

-Options: [1] “I need a potion.” [2] “I’m low on supplies, do you have any food?” [3] Exit

-Barkeep:

-Dialogue 1: “Welcome to the Tavern. It looks like you are setting out for a long journey. How can I help?”

- Response Options: “I’d like some ale”, “I’d like some bread”, “Walk out”

Welcome Message:

Potion Quest is a text-based RPG game. Go on an adventure to get the potion to cure your sister! Press H at any time for ‘help’. To explore, use commands in a [verb] [noun] format, i.e.: ‘go north’ or ‘take item’. To quit, press Q at any time to leave the game.

Game Start Message:

You just finished talking to the village doctor in your kitchen. Your sister is deathly ill, her room is to the East. There is no point trying to enter, and it may not be safe to do so. The doctor says that you need to get a potion from the next village over. You see an assortment of items on the table next to an empty bag. The front door is to the West. You may want to take a few items and fill the bag before starting your journey. Hurry, your sister is running out of time!

Options: look/inspect/search items, take bag, go/move West.

Available items, user can select 2: torch, bread, dagger, rope, lucky trinket, worn leather armor, water, tome of knowledge

1st MVP:

-Title Screen

-All areas/locations (descriptions, items)

-W/L

-Text Parser