

“Potion or Poison?” Game Design Document

Team: Imaan Salie (SLXIMA002), Imaan Sayed (SYDIMA002), Cassandra Wallace (WLLCAS004)

Date: 23 September 2024

“Potion or Poison?” is a cosy, narrative-driven game where players take on the role of an apprentice potion-maker proving their mettle as the newest member of the esteemed Order of Royal Sorcerers. However, this poor sorcerer is cursed with a bout of bad timing, for the Order’s intelligence have deduced that the rebel insurgency will assassinate the King during his coronation on the 30th of that month, in order to take the kingdom for themselves! In just three in-game days, each represented by a level, they must prove their superior arcane intuition by crafting potions for their kingdom’s court, while taking on the perilous task of using the Order’s intelligence to deduce which of these innocent requests hide customers behind enemy lines.

Drawing inspiration from games like “*Little Alchemy*” and “*Papers, Please*”, the game blends potion crafting with deduction mechanics to create a unique, immersive experience. Through narrative intermissions between levels, and in-level documents, the player learns more about the growing rebellion against the King and must cripple their mission by making cautious deductions about which customer requests to fulfil, and which requests belong to an enemy and must be poisoned to eliminate that threat. As the story progresses, the player will face increasingly difficult challenges that will impact their personal future as a Royal Sorcerer, and ultimately determine the fate of the King.

The unique combination of potion crafting, choice-based narrative, and deduction mechanics offers an immersive, engaging experience that subverts cosy game expectations by introducing moral ambiguity and unexpected consequences.

Preliminary ideas, which may be revised, are highlighted in red.

Core Gameplay Mechanics:

The game involves two main gameplay mechanics, which are detailed diagrammatically in the TDD, and mimicked in-game in the paper prototype at the end of the document. We describe them briefly in this section.

Potion Crafting

A paper prototype is included at the end of this document that follows player interaction for one potion. The primary interaction involves creating potions through a drag-and-drop system. The player uses their cursor as their hand, to manipulate ingredients, place them into a brewing oven which is activated by a lever they pull.

To craft a potion, the player drags-and-drops an empty bottle into the brewing oven. Then, they drag the two ingredients they think are correct from the shelves into the two empty slots above the oven, and drag a lever to fire up and mix to initiate the potion brewing. Players are able to craft “invalid potions” and “valid potions”; the visual feedback for an incorrect potion is a “questionable muck”-esque potion, similar to the “questionable meals” mechanism that is used successfully in the cooking minigames of “*Spiritedfarer*” and “*Legend of Zelda: Breath of the Wild*”, which ensures this feedback is likely recognisable to the player. The customer responds with confusion if handed a non-potion item, e.g. empty potion bottle, which prevents player from handing these over and makes the game more forgiving to mislicks which enhances the fluidity of gameplay.

Crafted potions are rendered underneath the closed oven door, and revealed when the oven’s “simmering” (akin to potion brewing) period is over. The event conclusion is indicated with a “ding”. Once crafted, potions are poisoned, by dragging to a poison stand where the poison dropper can be administered. To complete the potion crafting, the player drag-drops the crafted potion onto the customer sprite to complete the delivery, or to the bin therefore they must restart.

Each valid potion crafted is added to a potions book with their ingredients omitted but effects included. This rewards player learning but contributes to the tension of later levels by increasing the required cognitive load to craft many potions quickly as more are introduced throughout the levels. Correct crafting is rewarded by a post-level rating, which encourages replay for the sake of improvement.

In-level pressure/tension is built by a per-customer timer, the roleplaying risk of losing your position if all of five lives are lost across the three in-game days and the dual tasks of correct deduction (and then remembering to add poison, where omission increases the pressure to get proceeding customers correct because the player is aware they've increased the in-world threat level to the king) and correct crafting. Each customer's time limit is represented diegetically as their "happiness", which depletes faster in later levels to further increase difficulty. The player must manage time efficiently, ensuring that they fulfil the customer orders before the "happiness" metre depletes; thereafter, they lose a life.

Each level will introduce new potion ingredients, increasing the puzzle complexity as the player will have more ingredient effects to consider and combine which makes the logical puzzle of connection between ingredient effects to match the request's need more uncertain.

The total potion ingredients, their effects, and the level in which they are introduced to the player, are the following:

- Pegasus Feather - Flight, speed, reflexes, agility (Level One)
- Wolfsbane - Shapeshifting, Regeneration, Weakening (Level One)
- Serpent's Eye - Insight, Telepathy, Clairvoyance (Level One)
- Beetle's Blood - Wisdom, Clarity (Level One)
- Rose Petal Essence - Love, Attraction, Affection (Level One)
- Lavender - Soothing, Sleep-inducing (Level Two)
- Bottled Clouds - Invisibility, Levitation, Spirits (Level Two)
- Gossamer Threads - Elegance, Lightness, Grace (Level Two)
- Crushed Dragon Claw - Strength, durability (Level Three)
- Mandrake Root - Invulnerability, Curse protection (Level Three)
- Phoenix Feather - Healing, Purification, Luck (Level Three)

From these ingredients, users are able to craft a list of predefined potions. For each potion, potential problems or ailments have been outlined, along with follow-up reasons designed to help identify imposters. All “invalid” ingredient combinations create a “muck” potion. Further details on the imposter identification process are provided in the next section. **Suspicious reasons are still being workshopped to make them more convincing.**

Complete List of Valid Potions

Potion of Bewitched Love (Elixir of Enchantment)

- Rose Petal Essence + Wolfsbane
- Causes the drinker to fall deeply in love with the first person they see upon consumption.

Possible Problems:

1. “I want to win the heart of a romantic interest.”
 - Reason: "I've fallen in love with a kind-hearted noble and want them to see me in the same light."
2. “I want to mend my broken marriage.”
 - Reason: "My spouse has grown distant. I believe this could rekindle the love we once had."

Potion of Thoughtweaving

- Serpent’s Eye + Beetle’s Blood
- Grants the drinker temporary telepathic abilities, allowing them to delve into the thoughts of others.

Possible Problems:

1. “I need to get into an associate’s head.”
 - Sensible Reason: "My business partner is undercutting me! I need evidence on that brat!"

- Suspicious Reason: "I don't think that's any of your business, but it's important that they can't tell I'm there. For the betterment of us all."

2. "I need to understand someone's true feelings."

- Sensible Reason: "I've had difficulties communicating with my spouse, and I want to know what they're really thinking to fix things."
- Suspicious Reason: "I must ensure they are not harbouring secrets that could affect our mutual interests. Trust is fragile, after all."

Potion of Evasive Shapeshifting (Chameleon's Breath)

- Pegasus Feather + Wolfsbane
- Grants the drinker a temporary shapeshifting ability with enhanced agility.

Possible Problems:

1. "I need to move swiftly through enemy territory without anyone knowing that it's me."
 - Sensible Reason: "My friend has been captured by a murder of murderous crows, and I need to help him escape safely. And I don't particularly want to be murdered."
 - Suspicious Reason: "I've heard there's a masquerade during the coronation festivities. I'm so dashing that I fear my natural face would draw too much attention. There are downsides to being too pretty, you know."

Potion of Spectral Vision

- Bottled Clouds + Beetle's Blood
- Allows the drinker to see and communicate with spirits while gaining heightened wisdom.

Possible Problems:

1. "I am seeking wisdom from a deceased ancestor."
 - "That slimy scoundrel forgot to write a will before he died, and now my entire kin are at each other's throats!"

2. "I need to investigate a haunted location."

- "I've heard strange whispers in the old manor, and I want to know if it's just rumours or if something truly lingers there."

Potion of Tranquility

- Lavender + Beetle's Blood
- Calms the mind and restores mental clarity, in cases of delirium or insanity.

Possible Problems:

1. "I am suffering from severe anxiety."

- "I've been overwhelmed by the pressures of my duties. I can't seem to find peace, and it's affecting my work."

2. "I have recently experienced a traumatic loss."

- "I lost my dear friend in a tragic accident, and the grief has consumed me. I need to find a way to heal."

Potion of Veiled Shadows

- Bottled Clouds + Pegasus Feather
- Grants temporary invisibility and enhanced speed, allowing the drinker to move unseen and swiftly through the shadows.

Possible Problems:

1. "I need to avoid being captured or watched."

- Sensible Reason: "I've been experiencing a bit of trouble with some overzealous business rivals. It's best if I can move unseen for a while."
- Suspicious Reason: "Not that it's any of your business, but I have a delicate situation to navigate, one that requires a bit of... discretion. No one should know I'm there, for the sake of harmony."

2. "I need to infiltrate a secure location without being seen."

- Sensible Reason: “That’s quite personal… but I want to surprise my spouse with a thoughtful gift hidden in their workshop. They can’t see me coming!”
- Suspicious Reason: “I need to gather some important information from a location that’s usually off-limits to me.”

Lightstep Potion

- Gossamer Threads + Pegasus Feather
- Imbues the drinker with a lightness of step and unparalleled agility, allowing them to move gracefully and silently as if floating on air.

Possible Problems:

1. “I need something to help me move swiftly.”
 - Sensible Reason: “I’m practising for a dance performance and need to master my movements without tripping over my own feet.”
 - Suspicious Reason: “I have some personal matters to attend to, and it’s best if I slip past certain… distractions. A very delirious lover. Or something like that.”
2. “I need to move gracefully through a busy crowd without drawing attention or jostling others.”
 - Sensible Reason: “I’m attending a festival where the crowds can be overwhelming, and I want to enjoy the festivities without getting in anyone’s way.”
 - Suspicious Reason: “I’ve been given a delicate task that involves retrieving something discreetly from a public place, and I can’t afford to attract any unwanted attention.”

Potion of Swift Strength (Elixir of the Thunderhoof)

- Pegasus Feather + Crushed Dragon Claw
- Enhances speed and strength, ideal for combat situations where both quick reflexes and durability are needed.

Possible Problems:

1. "I need to be fast and strong for an approaching battle."
 - Sensible Reason: "I'm a guard tasked with protecting the town from an impending raid. I need every advantage I can get."
 - Suspicious Reason: "I have a personal vendetta to settle. Let's just say I can't afford to be outmatched."

Potion of Purifying Healing

- Phoenix Feather + Mandrake Root
- Purges curses, poisons, and dark magic from the body while accelerating healing.

Possible Problems:

1. "I need to cure someone suffering from a magical curse."
 - Sensible Reason: "A dear friend fell victim to a vile hex cast by a rival sorcerer, and I cannot bear to see them suffer."
 - Suspicious Reason: "My... acquaintance is about to enter a rather perilous duel. I need this to ensure they can recover swiftly if things take a turn for the worse."
2. "I need to understand someone's true feelings."
 - Sensible Reason: "Please, I beg you! My brother was gravely wounded in a terrible battle against dark forces. His life hangs by a thread—this is my only hope to save him!"
 - Suspicious Reason: "A certain friend of mine was caught up in a duel of sorts—nothing too serious, just a matter of misplaced ambitions. I need this to ensure they're ready for any unexpected complications."

Potion of Regrowth (Fleshweaver's Tonic)

- Phoenix Feather + Wolfsbane
- Regenerates lost limbs and heals deep, irreversible injuries.

Possible Problems:

1. “I need to recover from a lost limb.”

- Sensible Reason: “I lost my arm in a terrible accident while hunting. I can’t return to my family like this.”
- Suspicious Reason: “I... I was involved in a skirmish, and I need to regain my strength before I can continue my... important work.”

Potion of Mending Wounds (Quickheal Daught)

- Lavender + Phoenix Feather
- Accelerates healing of internal wounds while easing pain.

Possible Problems:

1. “I was recently injured in a battle and need to heal quickly and painlessly.”

- Sensible Reason: “I took a deep wound during a raid and can’t afford to be out of commission. My village relies on me.”
- Suspicious Reason: “I have unfinished business andl can’t let a little injury slow me down, especially not right now I have a lot of people depending on me..”

2. “I am an attacker and want to prepare myself to heal from any possible wounds quickly and without pain.”

- Sensible Reason: “There are whispers of dark forces gathering nearby, and I need to be ready for anything.”
- Suspicious Reason: “I have a special mission ahead, and I’d rather not have any... setbacks. It’s best to be prepared for whatever comes my way.”

Overall, this crafting process will feel both intuitive and satisfying, designed for immersion, reward and tactile feedback. Visual and audio cues, such as bubbling from the brewing, glowing ingredients, and successful crafting sounds, enhance the player feedback, cohesiveness of the world, and gameplay immersion.

Imposter Identification

The second mechanic involves identifying and poisoning possible rebel forces. There are three possible NPC types (implicitly, and narratively):

- *Standard impostor*: Suspicious requests (inherently, or based on narrative) with suspicious reasons and/or hints in avatar based on known information about rebel affiliation (e.g. someone with a red scarf on day three, where in day one player learns rebel sympathisers wear red accessories).
- *Standard innocent*: generic requests, with generic reasons and avatars. Not suspicious at all.
- *Red Herring NPC's*: Intended to make deductive cast harder by encouraging players to cast doubt on their assumptions. For example, they could have a suspicious request for an offensive potion on day three (where rebels are narratively expected to request this), and their reasoning is inherently suspicious because the item is offensive, but other information points to innocence. This makes the game more challenging and rewards replay.

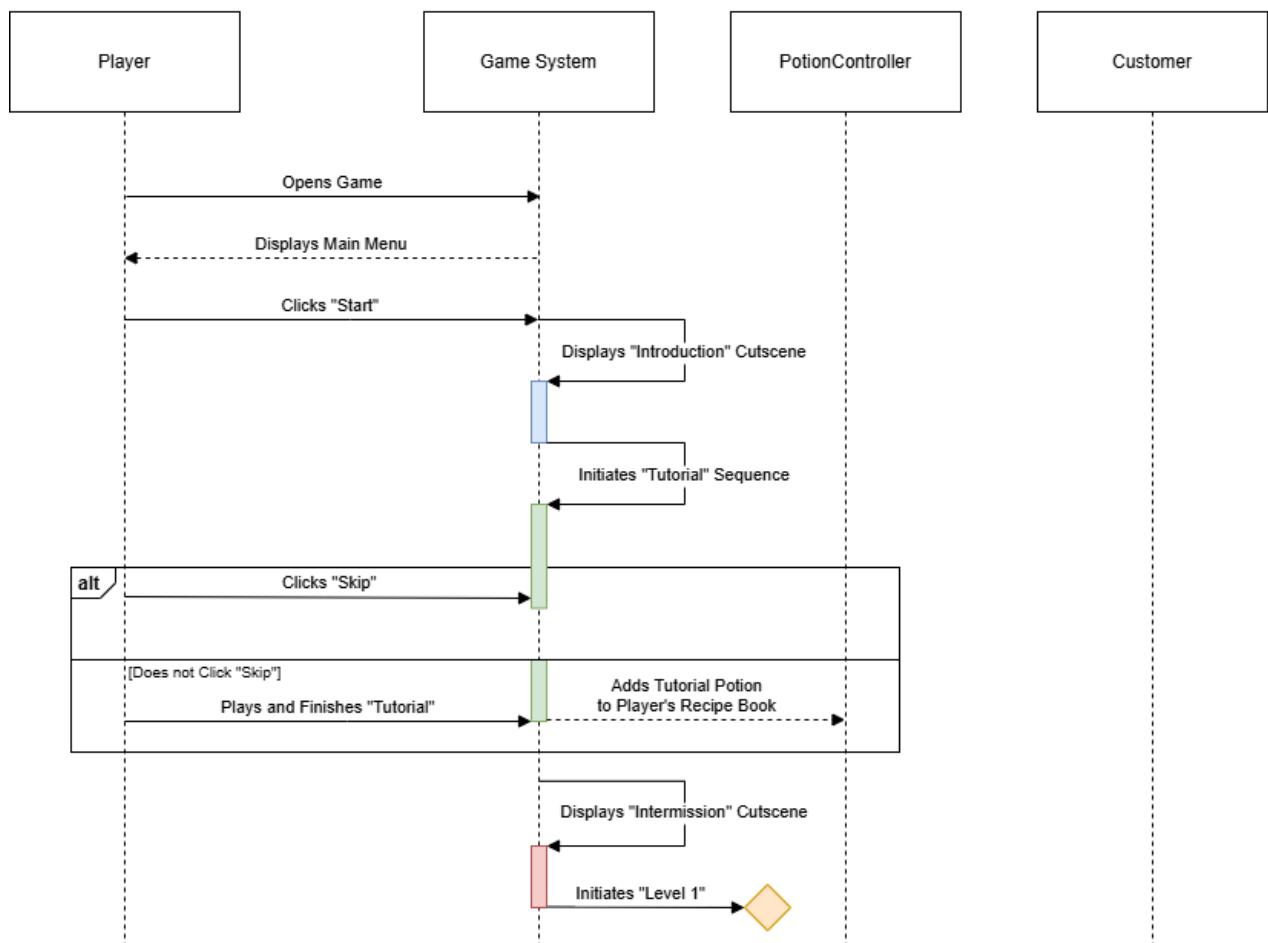
Each customer presents their order and **a reason** that may be suspicious or generic. The player deduces their innocence based on dialogue content, speech patterns and visual cues.

Here, we rely on psychological stereotypes from real-life to induce, or avert, believable suspicious, e.g. the idea of adding “embarrassing details” to lies to make them more believable, looking right instead of left when recalling information, making the player doubt themselves by presenting suspicious information alongside an element that should not be (e.g. a Sorcerer Order member citing a “suspicious” reason, or wearing an accessory representing affiliation with the rebellious faction). **Deductive reasoning is guided by in-world information from level-specific “*Incident Reports*” that include current rumours of the rebel’s movements/present motivations shown briefly in the “narratives” section.** This deduction grows more challenging as the game progresses, with shorter per-customer time limits and more intricate clues. The player may also be required to remember information revealed in previous days, such as certain accessories that rebels may wear.

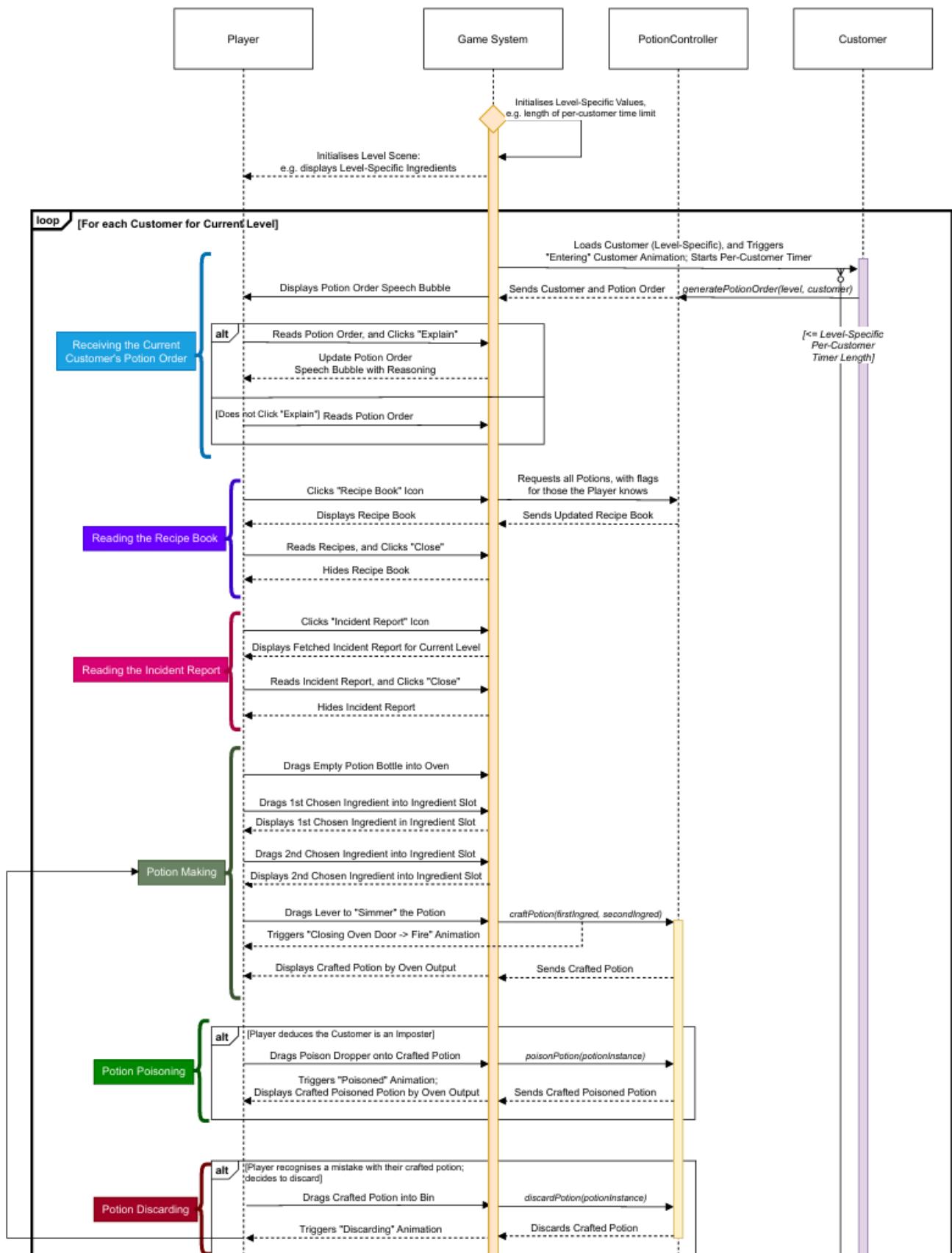
The number of missed rebels is revealed through a post-level summary of the updated “threat level” and “correct kills” statistics (this calculation is expounded on in the scoring system section). This increases replayability, by hiding the identity of innocents versus imposters, thereby encouraging the player to return to the game to ‘get them all’ even if they manage to save the king (good ending).

Overall Gameplay Flow:

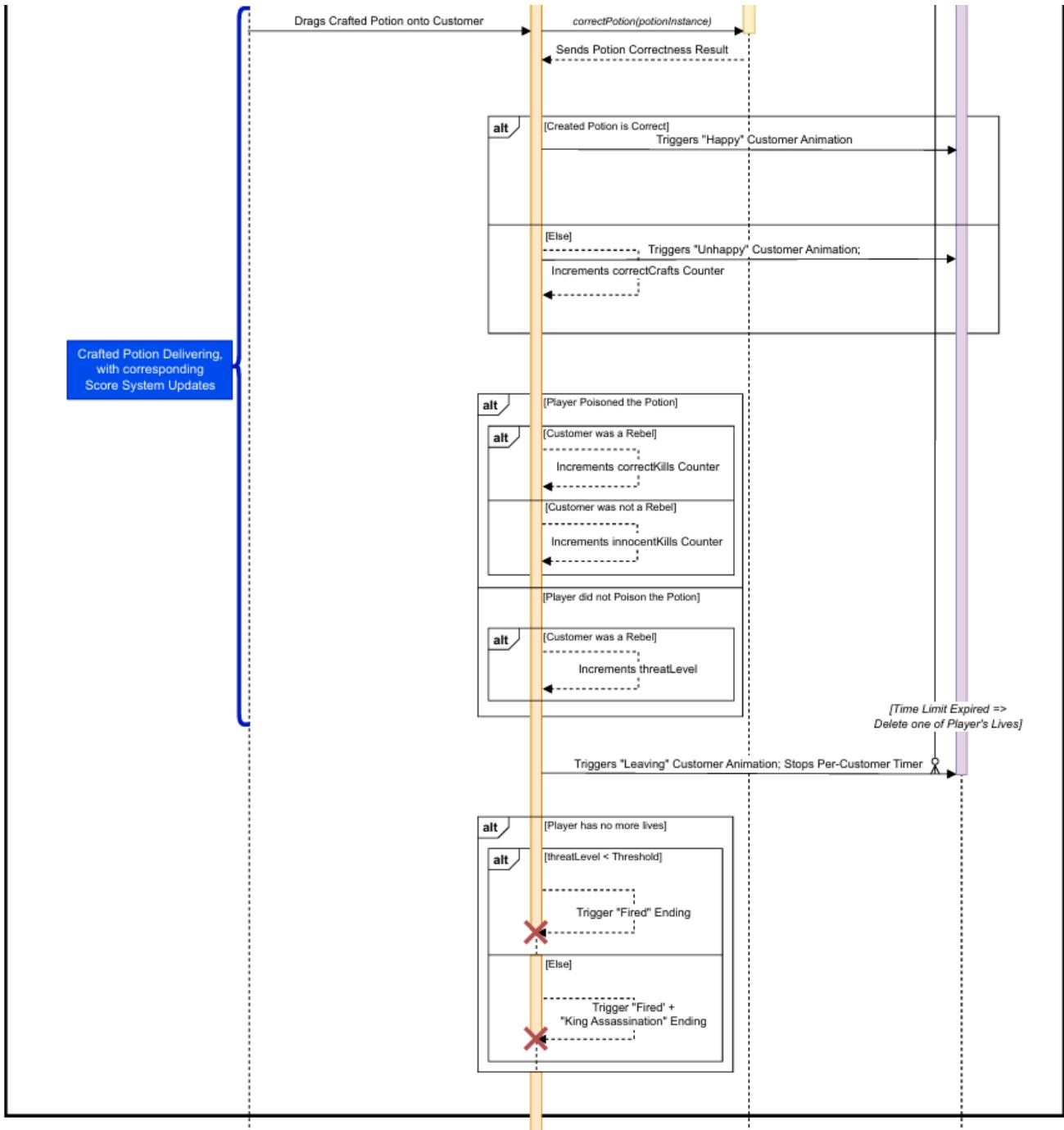
The game consists of three levels of 2 minutes each. The player starts with five lives, which are tracked across all levels. Every time the player concocts the incorrect potion, or runs out of time before concocting the correct potion, they lose a life. The customer then walks off angrily. An underlying threat level is also tracked across all three levels, and is shown to the player as feedback between levels. The below Sequence Diagram shows the flow of our game from game start, through the tutorial, up until the start of Level 1:



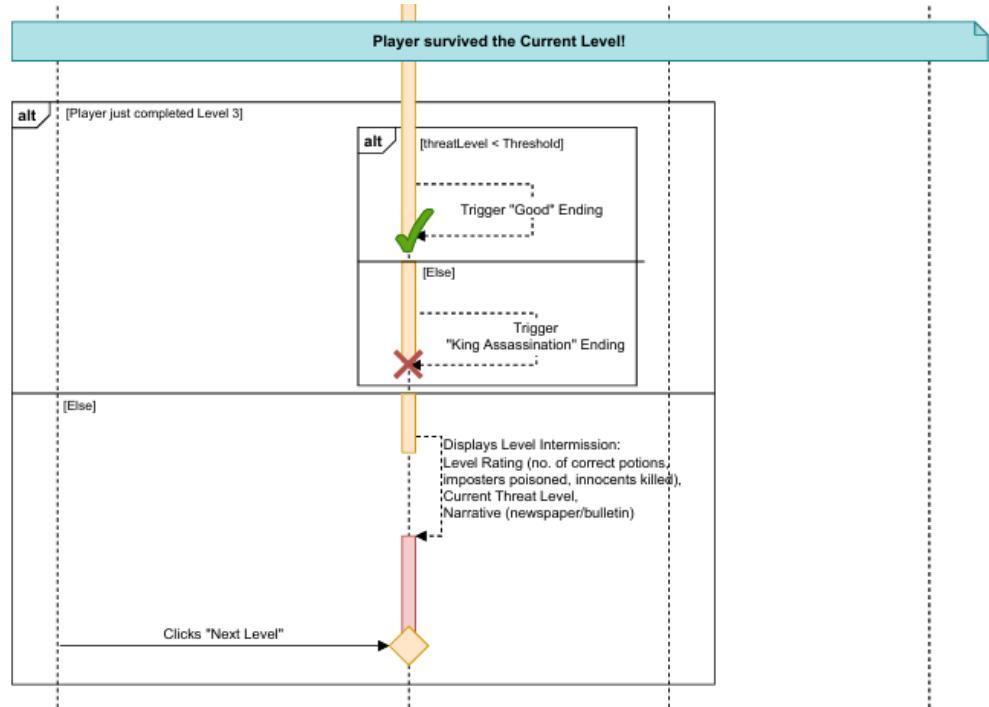
Subsequently, the below Sequence Diagram shows the complete flow within a level:



[Continues below]



[Continues below]



Customer Interaction Example:

See the “Paper Prototype” section at the end of this document.

Scoring Systems:

The game involves three key scoring mechanisms:

Player Lives

The player starts with 5 lives. Delivering an incorrect potion costs one life. At any point throughout the game, if the player has lost all of their lives, the game immediately ends after triggering the “Fired” ending, where the player has failed their apprenticeship.

Threat Level

This is an underlying global counter that tracks how many rebels the player missed, beginning from 0% at game start. It increases when the player fails to identify and poison a rebel. Successfully identifying and poisoning rebels prevents an increase in the game's Threat Level.

Level Ratings

Level ratings have no effect on the overall game; they motivate the user to return to levels to perfect their “crafting correctness” because it is calculated as a factor of *((correctly crafted potions)/total)*possible max potions crafted) (exact calculation TBD)*. This additionally serves to make the game feel fun and compelling outside of the narrative.

Narrative and Story Progression:

When the player begins the game, they are introduced to their character’s backstory as an apprentice potion maker (to-be Royal Sorcerer), as well as some explanation about the growing tensions with the Crown and the building rebellion.

To provide learning support to the player, a tutorial sequence is initiated, where the owner of the potion shop shows them the ropes, walking them through the process of making a potion and telling them their secret operation to poison impostaers. To cater for expert players replaying the game, a “Skip” button can be clicked at any point during the tutorial to skip past the tutorial sequence.

The tutorial:

- Shows you general game components - lives counter, timer, where the customer shows up.
- Shows you how to construct a potion, where to find ingredients, where to put ingredients, where to find the book of potions.
- Shows you how to add poison upon identifying an imposter, shows you what type of things to look for when identifying an imposter.

After the completion of the tutorial (or skipping it), the levels begin. Each level, representing one in-game day in the apprentice’s life, consists of a set number of customer interactions. The levels take place entirely in the potion shop, which acts as a static hub. Customers approach the counter, and the player navigates one shop screen to select ingredients, craft potions, and manage customer orders.

After each level, a narrative intermission initiates. Players are shown a newspaper or bulletin that provides feedback on their performance during the previous level and how their choices

are affecting the in-game world that serve dually as performance feedback, i.e., the number of correct potions crafted (happy customers), rebels poisoned (threats eliminated), and innocents killed (represented diegetically as “*mysterious deaths*” or similar), as well as the current Threat Level (cumulatively, the number of rebels not poisoned over the days thus far). Intermissions also give a relief break between the tension of levels. Altogether, intermissions serve to present the state of the world, advance the game’s story, and act as a dual immersion and feedback mechanism that makes the player “buy into the bit” of the game.

The rebels’ requests are modelled after the below timeline:

Day 28	Day 29	Coronation Day
Imaan Sayed Rebels are trying to gather intel about the king's coronation schedule, the guestlist, the palaces layout, etc. They need to sneak and eavesdrop (or similar actions).	Imaan Sayed Rebels are preparing the equipment they need for D-Day, setting traps, etc. based on info of preceding day.	Imaan Sayed D-Day. Rebels need assist, buff and combatative potions to help enact their assassination plans in the evening.

Winning and Game Endings:

The player's choices, such as who they choose to poison versus who they choose to trust, shape the narrative, leading to multiple possible endings. These different endings also encourage replayability of the game, where the player may want to replay with a different style (e.g. intentionally leaving all imposters alive) to experience the different narrative consequences.

“Fired” Ending

If the player loses all of their five lives at any point during the game, the “Fired” ending will be triggered. This ending is a narrative cutscene where the player finds themselves being told off by the potion shop’s owner, i.e. they have failed at becoming a Royal Sorcerer.

“Fired and King Assassination” Ending

If the player loses all five lives at any point during the game and the Threat Level meets or exceeds a certain threshold, the “Fired and King’s Assassination” ending will be triggered. In

this conclusion, the player is scolded by the potion shop's owner for failing to secure the position of Royal Sorcerer and is imprisoned for unknowingly administering poisons to rebels involved in a plot to overthrow the King.

"King Assassination" Ending

If the player survives to the end of Level 3 with at least one life remaining, and the Threat Level meets or exceeds a certain threshold, the "King's Assassination" ending is triggered. In this conclusion, the player is held accountable for the Crown's death, as the imposters they failed to poison during previous levels allowed the rebellion to grow unchecked, ultimately leading to a successful coup against the King.

"Good" Ending

If the player survives to the end of Level 3 with at least one life remaining, and the Threat Level is below a certain threshold, the "Good" ending is triggered. In this conclusion, the player is commended for successfully completing their potion maker apprenticeship and are promoted to Royal Sorcerer. Thanks to their exceptional imposter detection skills, the rebellion was thwarted, and the player played a key role in neutralising the threat by discreetly poisoning the imposters before their plans could unfold.

Theme and Graphic Design:

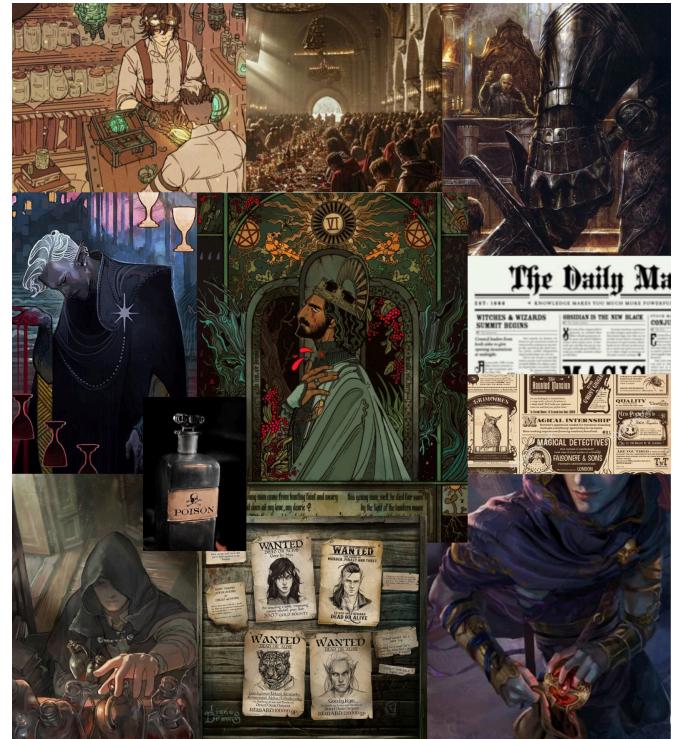
The visual feel of the game plays on “cosy” genre archetypes, with a medieval fantasy setting, and a flat, “storybook” feel.

Moodboard

The mood of the game should embody the cosy fantasy aesthetic, through warm, desaturated colour tones, with darker tones for the imposter elements



Moodboard for potion making and game mechanics



Moodboard for underlying narrative storyline, where a group of rebels are staging a coup to overthrow the future King on his Coronation day.

Art Style

The art style is storybook-esque with line-art and flat shape elements. Characters are composed of simple shapes and flat shading, with minimal linework detailing if any. The setting of the world is conveyed through natural details and “medieval fantasy”-like design. We took inspiration in some way or another from the sources below.



Potion Ingredients Design

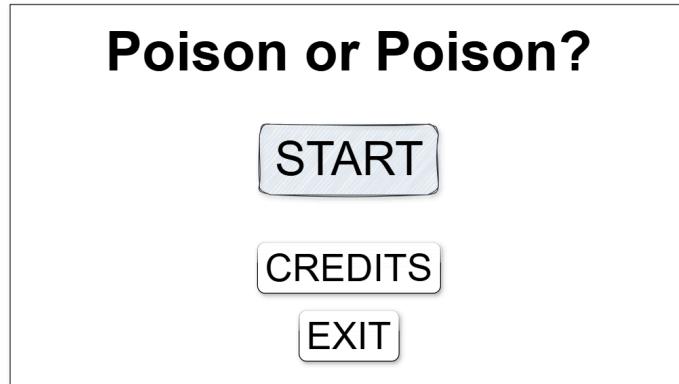
Note that graphics will be redrawn by the design team to ensure aesthetic consistency with our game feel.

Ingredient	Effect	Example Graphic
Pegasus Feather	Flight, speed, reflexes, agility	
Wolfsbane	Shapeshifting, Regeneration, Weakening	
Serpent's Eye	Insight, Telepathy, Clairvoyance	
Beetle's Blood	Wisdom, Clarity	
Rose Petal Essence	Love, Attraction, Affection	

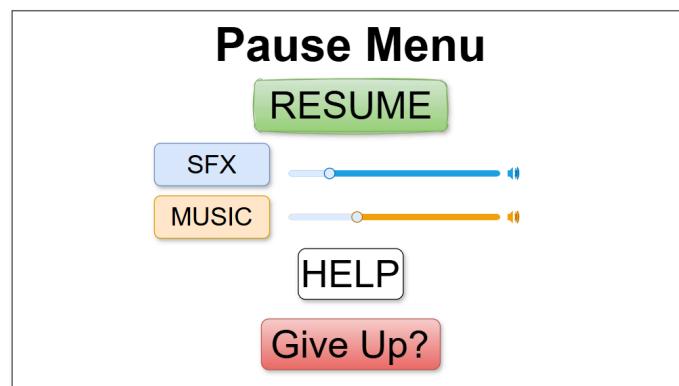
Lavender	Soothing, Sleep-inducing	
Bottled Clouds	Invisibility, Levitation, Spirits	
Gossamer Threads	Elegance, Lightness, Grace	
Crushed Dragon Claw	Strength, durability	
Mandrake Root	Invulnerability, Curse protection	
Phoenix Feather	Healing, Purification, Luck	

Menu Design:

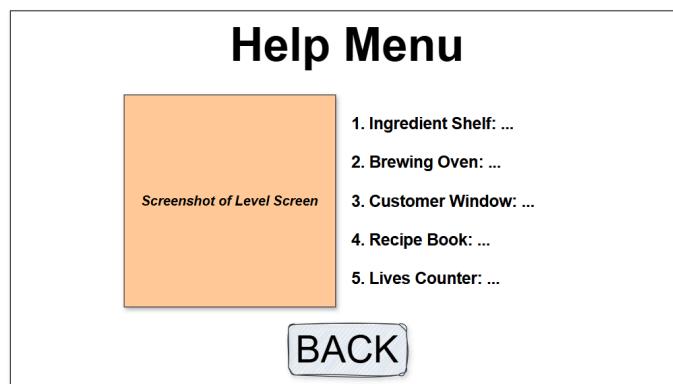
- **Main Menu** - Opening screen, with “Start”, “Credits”, and “Exit”.



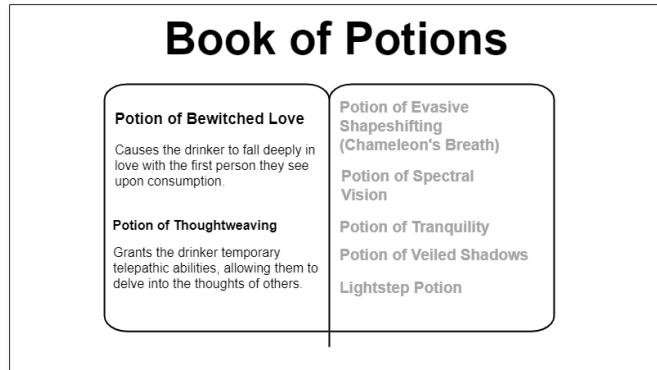
- **Pause Menu** - Noise control, resume the level, “Help”, and to “Give Up?”, which is to return to the main (cancels player progress, so preceded by a warning).



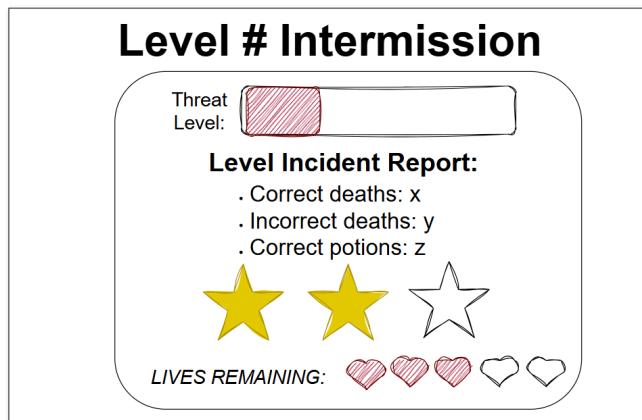
- **Help Menu** - Shows a screenshot of the screen with description of what each part does.



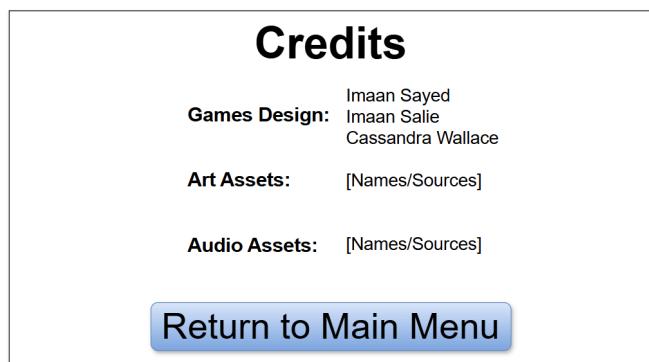
- **Book of Potions Screen** - “Open book” art obscures the screen. Initially, all potion names are shown as greyed out text. Upon successfully making a potion, its effect is revealed in the book of potions, and the text is shown in colour.



- **Intermission Screen** - Papyrus obscures the screen. They get level feedback. They proceed to text-based dialogue between senior Royal Sorcerer characters giving the player some world information.



- **Credits Screen** - Gives credits to game creators and assets where needed. Game music plays.



Glossary:

- *Potion* - A concoction crafted by combining various magical ingredients, imbued with mystical properties and used for a range of purposes.
- *Royal Sorcerer* - A highly skilled sorcerer responsible for aiding the kingdom's citizens by curing ailments and safeguarding the King.
- *Order of the Royal Sorcerers* - A highly skilled guard of sorcerers that defend the king and his people, by aiding the citizens with potions brewed for their needs, and safeguarding them from threats. Responsible for the safety of the King and the kingdom.
- *Rebel* - A member of a resistance movement seeking to overthrow the King due to opposition to his rule.
- *Crown / King* - The monarch and ruler of the kingdom.
- *Alchemy / Brewing Oven*: Oven used to craft potions by “simmering” two ingredients into an empty glass bottle.

Paper Prototype: UI & Customer Interaction Example:

The following shows the game flow in-game for one customer-player interaction.

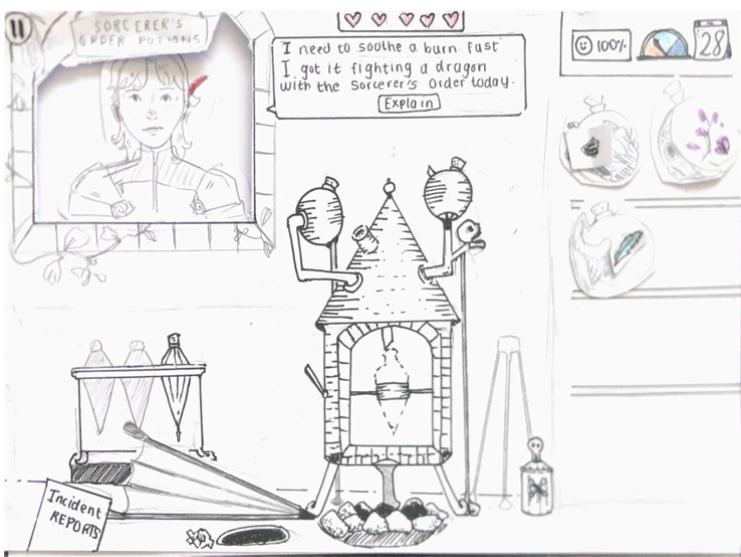
All interactions are covered by the system sequence diagram, so this serves to show an example of on-screen interaction. The game is played from the main character's perspective, so they do not have an avatar and are represented by the cursor which is shaped like a magician's glove..

Prototype Feedback

The prototype was play-tested by a player outside of the dev team, upon which we decided to refine the interaction space ("have interactions be less spread out"), keep a player timer ("it feels like there is no consequence"), to include more challenging deductive elements ("the textual clue was too obvious, so it didn't feel like I had to do any detection which was unsatisfying"), increase customer time slightly (player took 1.2 minutes to complete interaction on first-pass), *to omit the ingredients from the recipe book ("it takes away the challenge of the potion-making, so I wouldn't want that")* and finally to tie the potion-making and rebel endings together more strongly in the narrative ("the game concept feels well fleshed out and seems fun, but just having the king die [or similar] as an ending is lacklustre/disappointing.") We did not change player time in this prototype; in play-testing, a real timer was used.

Mode of Interaction

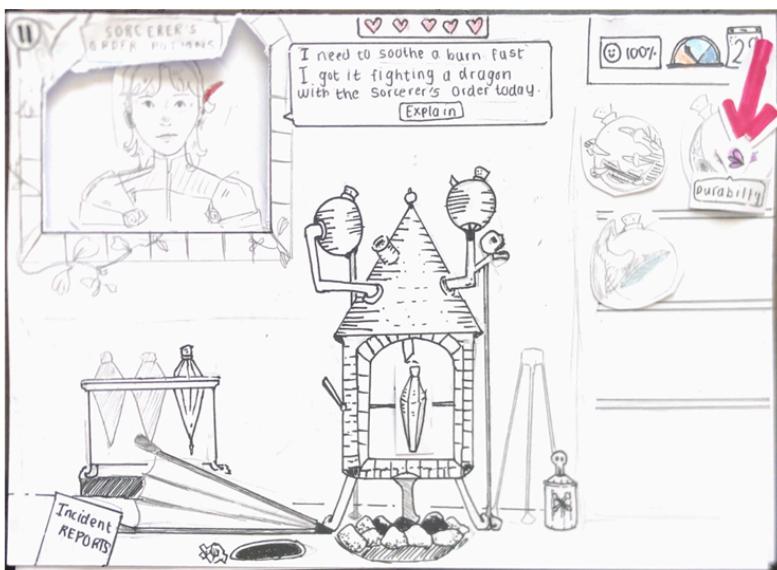
Player clicks on an item and the cursor becomes that item, which they then drag to the correct position. If the player clicks on an interactable object with an item in-hand, the system checks if it is an applicable object and responds accordingly.



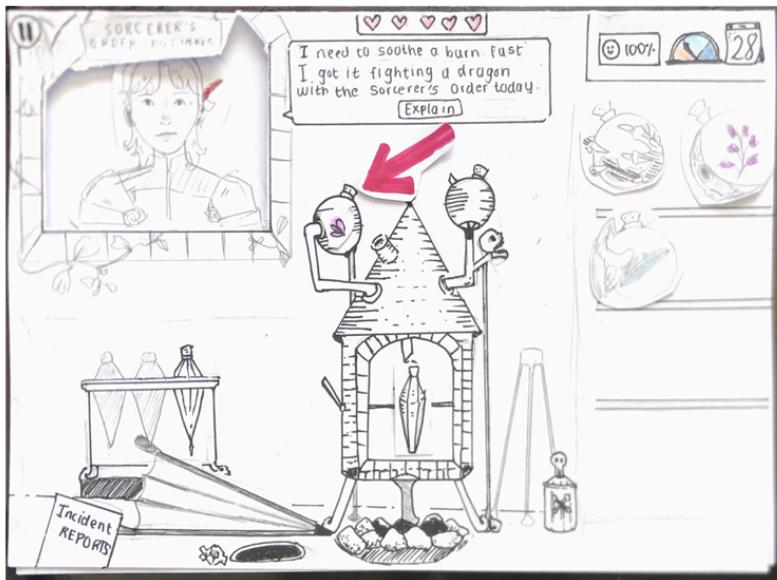
Interaction starts on this screen.

Top right: player "happiness" serves dually as a timer. Half-clock shows day progression. Game starts on day 28; coronation is on day 30 (3 day game).

To begin, the player clicks on an empty bottle and drags it to an empty slot.



Clicking on an ingredient provides a tooltip with the list of effects that ingredient provides, which informs whether it would be suitable for the customer's request.



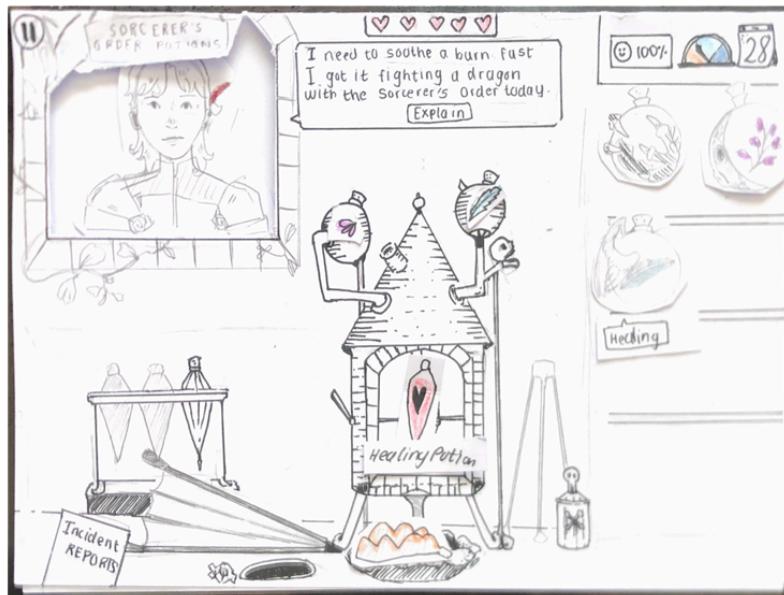
When an ingredient interacts with an ingredient slot “hitbox”, it gets added therein. Player does this for two chosen ingredients.



Once satisfied with ingredient choice, the player triggers “potion simmering” by pulling an alchemy oven door lever. This triggers the door-close and coal-fire animation.



The player must wait 1.5 seconds for the potion to "simmer" and discover the outcome of their combination..



Alchemy oven door opens (feedback of event completion), gives feedback about the potion type produced. When a player crafts a potion for the first time, it gets added to the book of potions, where a potion and its name are recorded as it is unlocked. This is accessible from a book on the windowsill, not included in this version of the prototype.



The player is given an *incident report* (*the type of document that informs the player is TBC*). They check request dialogue (as well as visual characteristics) against known world information revealed to them to identify contradictions in dialogue, or requests that align with known rebel motives for that day (e.g. shapeshifting potions, when rebels are rumoured to be information gathering in the court on day 1 (28th). Here, the customer claims they helped the Order to fight a dragon, but that incident was combated by another military force and on a different date, which indicates a lie.



Potions can only be poisoned once placed onto the poison dropper stand (this contributes to immersion- how would one squeeze a dripper while a potion is inside a hot oven?)



Poisoning dropper dragged onto potion "hitbox" from bottle.

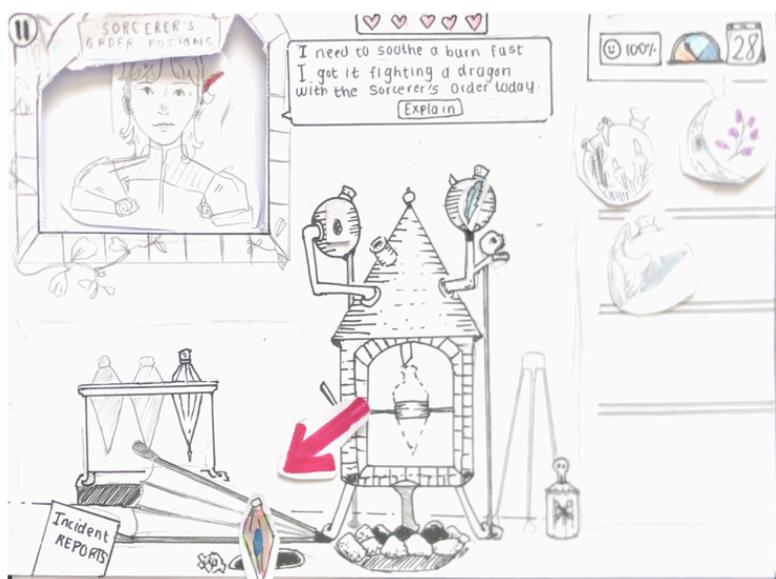


Skull-like smoke image fades in and out atop a bottle to mimic “poisoning” (simple animation for player feedback).



Aside from bad ingredient combinations...

An impossible ingredient potion produces a “muck” potion: the name (“??!!”) and murky colour are visual feedback for a bad combination.



...aside continued.

Player dumping a muck potion. They would have to restart, with not much time left, probably!



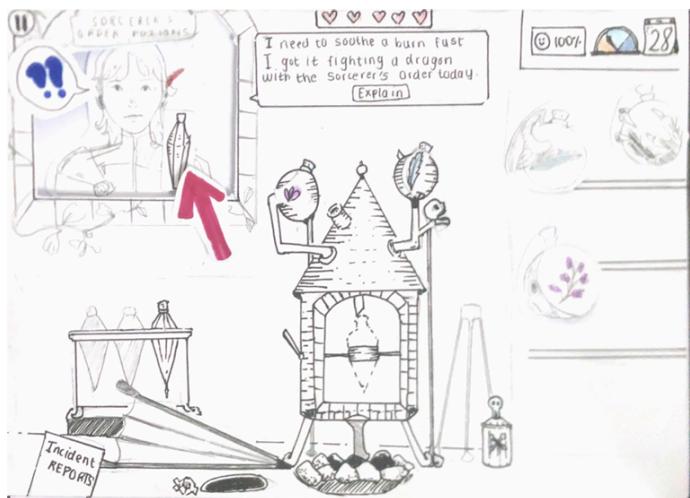
...Correct potion example continued.

Once the potion is complete, the player can drag it to:

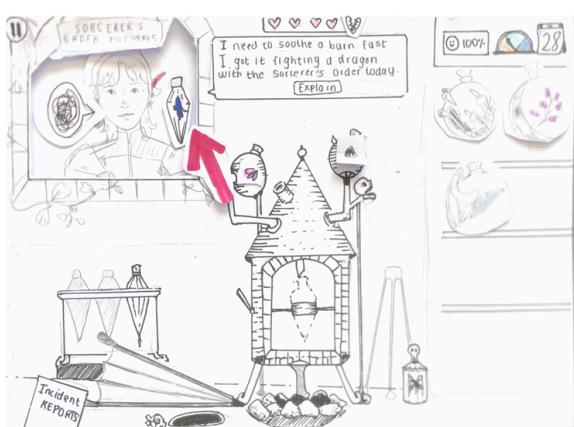
- Poisoning stand
- Customer (seen in this example)
- Bin (hole in bottom mid-left)



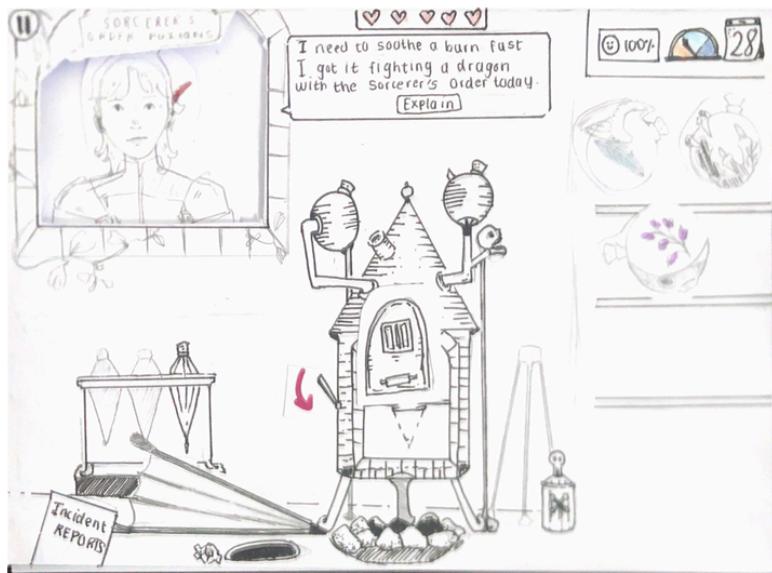
Customer reacts
positively and leaves for
a correct potion...



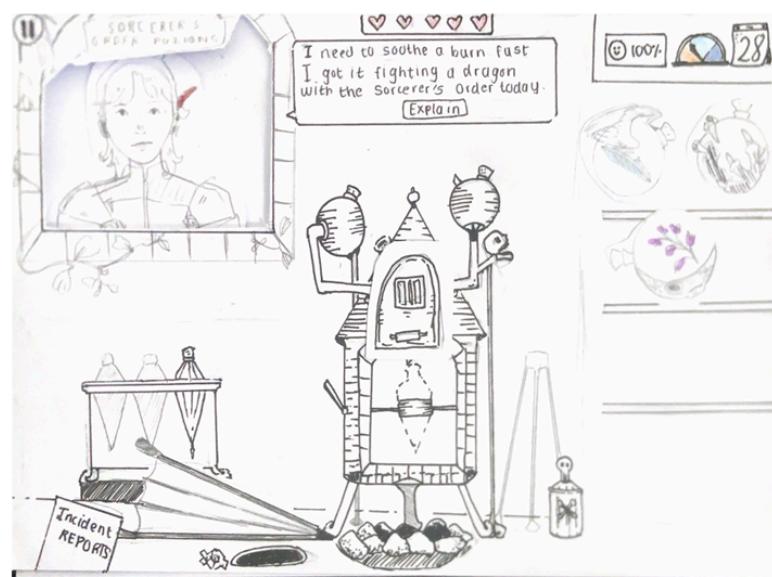
...is confused but does
not leave for a
non-potion object (e.g.
empty potion bottle)...



...or is unhappy and
leaves for an incorrect
potion. The player loses
1 of 5 lives. Lives are
global across all 3 days.



If the player tries to simmer a potion, but 1 of 3 required items (ingredients in slot 1 and 2, and an empty potion bottle) are not present...



Alchemy oven door immediately goes back up.