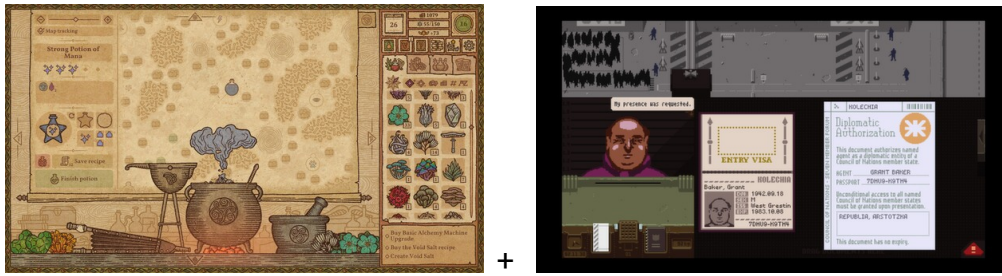# Potion or Poison?

Inspiration: PotionCraft and Papers, Please

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Game Description:

A story-driven, choices-matter 2D game where the player takes on the role of a probationary sorcerer's apprentice in a Fantasy world. Royal Sorcerers protect the crown, and have both magical intuition and a keen eye for spotting threats. As a Royal Sorcerer-in-training, the player's task is to brew potions for allies and poison impostors suspected of posing a threat to the king. The player's potion-brewing and impostor-finding skills are put to the test as a potential Royal Sorcerer.

With each customer interaction, the player must determine if the customer is genuine or an impostor. The player receives potion requests, e.g. "I want a druid to fall in love with me = love potion.", and must then either craft poison for impostors, who are revealed through dialogue or visual cues (*facial animations, expressive dialogue writing style, visual cues in portrait, and nature of requests*), or make the correct potion for non-impostors.

Potions are crafted by (1) referencing the known effect of an ingredient (e.g. heartstrings = "emotions, love"), and (2) dragging two ingredients that the player deduces will craft the correct potion into the crafting slots. For poison, the player deviates from the request and secretly adds a poisonous ingredient to the potion, which kills the impostor. Failure to identify and poison impostors could result in the king's death, ending the game.

Player progression is tracked by a function of two rankings: *Detective* (correctly identifying impostors) and *Sorcerer* (successful potion crafting). Every time the player correctly or incorrectly poisons someone, their sorcery points are updated. Similarly, incorrectly or correctly crafting a potion updates their sorcerer ranking. The day ends after a set number of customer interactions, and the player's success as a Royal Sorcerer is evaluated based on their performance in poisoning impostors and brewing correct potions.

Genres: Puzzle, Simulation, Crafting, Choices Matter, Fantasy, Point & Click.

Team Members and Assigned Roles:
- Imaan Sayed [Programming, Audio, Art]
- Imaan Salie [Programming, Audio, Art]
- Cassandra Wallace [Programming, Audio, Storytelling]

Differentiating Features (Unique Selling Points):
- **Storytelling:** The player's performance affects both the world *and* their personal goals.
- **Genre Subversion:** The game weaves darker, more serious elements into the traditionally lighthearted paradigm of cosy gaming, adding depth to the story.
- **Simple Gameplay:** The simplified, easy-to-learn puzzle mechanics reduce the intensity of the genre, providing a more enjoyable, casual gaming experience.
- **Novel Detection/Elimination Mechanic:** A unique system where the player must assess and eliminate impostors, tying gameplay to both narrative and strategy.
- **Simple development with potential for expansion:** Easy to scale, allowing for additional content and complexity over time.