

Sample Text Adventure

A simple RPG to illustrate the design of text adventures and interactive fiction.

Characters

- You, the would-be hero. You have no backstory.
- Robin, your friend of indeterminate gender.
- Al, your personal assistant, bodyguard, and driver. He did something during the war.
- Rose, your hot-tempered sister. She doesn't do much.
- Some monsters, I guess.

Setting

Most of the story takes place in Castle Hall Manor, a spooky Gothic futuristic mansion hotel sort of thing.

Plot

You have received a frantic text from Robin pleading for help. You need to find a golden popsocket before it is too late.

Conflict

Robin is in some sort of trouble. It is probably your fault. We will figure it out.

Resolution

You need to find (and hopefully save) Robin, recover your popsocket, and escape Castle Hall Manor Inn.

Mechanics

It's a text adventure. Mostly there will be reading, clicking, and maybe typing. In addition, you may have specific actions you allow your characters to perform.

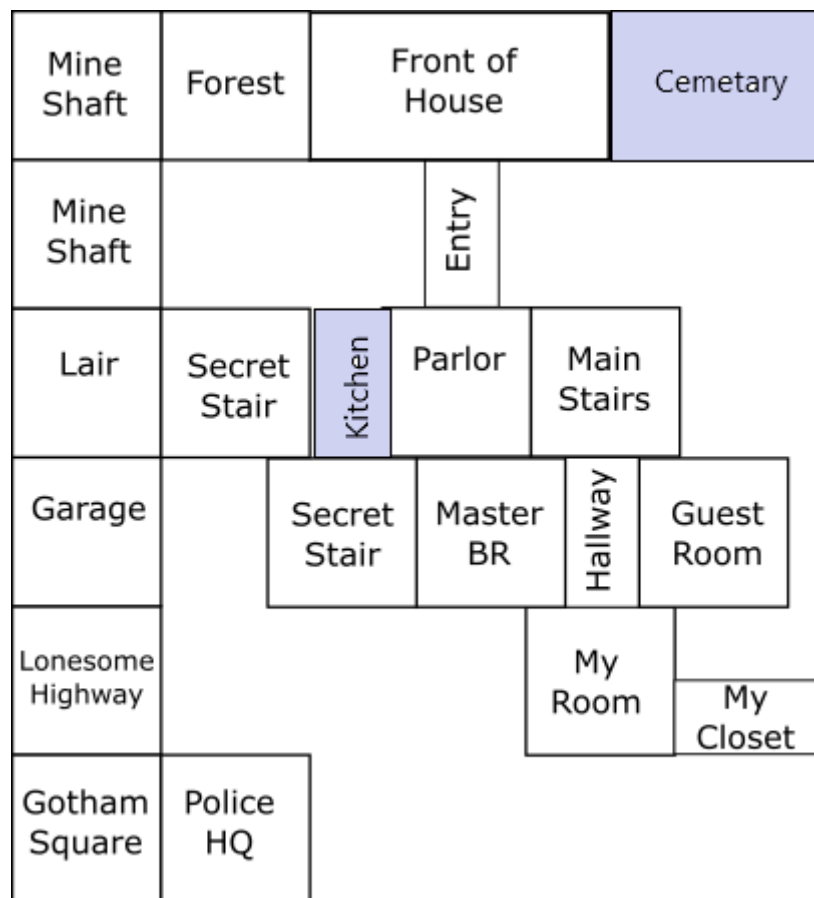


Figure 1: Castle Hall Manor

Story beats

Story (or game) beats are the significant events that drive a story forward and determine its outcome. In a nonlinear game, they may happen at different times in different playthroughs.

- Describe the setting, and any changes it goes through during your story. For example, Zork begins in a rather benign pastoral setting. Then there is a house, a forest, a cave, etc. Don't worry about specific rooms at first. We are concerned with settings that change something significant about the mood or gameplay. (If you have more than 7-10 distinct settings, you may wish to rethink your scope.)
- What are the main points in the plot? These will mostly be described in terms of player decisions. Is there a climactic episode in your game? Is there an initiating event?
- Are there important objects, mechanics, or other non-character elements in your game?

Locations

- Castle Hall Manor and grounds
 - upstairs
 - downstairs
 - front of house
 - woods
 - family plot
- downtown Gotham
- secret lair below the Manor house