

**HIGH LEVEL GAME STORY****Team Name:** Chimera**Game Name:** Abyss

<b>Brief Game Objective:</b>	The hero knight must make it to the end of subterranean complex which is home to undead and similar abominations. At the end the hero will find the source of the evil and vanquish it once and for all.
<b>Game Story/Background:</b> (ADD SPACES AS NEEDED)	A kingdom of the far past has been besieged by all manners of reanimated cadavers. Pleas of the king and cries of the people were heard by a holy order of knights that has protected the realm of the living for centuries. The order known simply as “The Dawn” have sent their best warriors to find the source of the kingdom’s fiendish assault. Little did the knights know that the cave they found was an expansive catacomb filled with the stench of death. An old nemesis only known as “The Lich” beckons them to come in further.
<b>Describe the hero(es) in detail</b> (For example: name, age, family/personal history, legacy, unique look, occupation, etc.):	The heroes are from an old order of knights called “The Dawn” that protects the realm of the living. They are a secret order that has existed for centuries to help the helpless against acts of man, nature, and the supernatural. No one knows of them until they are needed. Each hero is clad in blessed mithril armor adorned by a cloak bearing the symbol of their order. Swords, shields, bows, magic, and divine power is at their disposal to eliminate evil. Their names are known only among their ranks and their order is the only family they know. They have each other’s backs at all times and would die for each other if deemed necessary.
<b>Describe the main villain(s) in detail</b> (For example: name, age, family/personal history, legacy, unique look, occupation, etc.):	The main villain’s name has been lost to the ages. His enemies and victims refer to him as “The Lich”. Even his name spreads fear and is only spoken in hushed tones across the land. His life before his rise to infamy is only assumed to have been deep into necromancy. What is known of him is that he has been around longer than any man; he is not undead but he is not truly alive; he has power over death and darkness; he has a deep hatred for the living and only wishes for suffering, despair, darkness, death, and to

## CSC423: GAMING FOR COMPUTER SCIENTISTS 2

*Kutztown University, [Computer Science and Information Technology Department](#)*

---

	assimilate every soul into his undead army.
<b>Describe the setting in detail</b> (For example: name of town, describe it, race, religion, ethnicity, etc.)	The catacomb that houses the Lich and his undead army is scarce in light. It delves deep into the Earth making it easy to get lost. The cave has had many uses in the past centuries such as a secret fort, a forgotten cemetery, and a home to smugglers and a whole array of monsters and beasts. The world outside is a monarchy kingdom with a king as its ruler. The kingdom is inhabited by humans and livestock with a majority practicing a monotheistic religion. The lands outside the kingdom are dangerous and are home to the brave, the foolish, brigands, rogues, and monsters.
<b>Outcome</b> (winning/losing)	If the hero(es) make it to the end of the Abyss and destroy the Lich they are victorious. If the hero dies they lose.