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| CGH Games |
| Mad Scientist Escape Game |
| **A Basic Python Text Adventure** |
| Version #2  All work Copyright © 2013 by CGH Games.  All rights reserved. |
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**Table of Contents**

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**Version History**

Version 0 – Initial creation of the file. Basic structure for the *main():* class established.

Version 1 – Created a few extra classes and added some more story elements.

Version 2 - Created all of the story paths and set up loops for checking which path to continue down.

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

1. **Game Overview**

*Mad Scientist* is about the player waking up on an operating table and having to find a way of escaping the clutches of the Mad Scientist. The player will be given a set of two options in hopes of escaping alive.

1. **Game Play Mechanics**

The player is given a set of different options in the form of text with either a one of a two beside each option. Once the player chooses, he is sent to the corresponding location and given a new set of choices until the player has met his/her fate.

1. **Camera**

*This is a text adventure. The player can imagine themselves from any vantage point, so the camera angle is up to them!*

1. **Controls**

*Simply press ‘1’ or ‘2’ to make a choice, then press enter to confirm your choice. When the game has ended, the player can either type ‘yes’ to continue or ‘no’ to exit the game.*

1. **Saving and Loading**

There is no saving and loading features for this game.

1. **Game World**

*The game takes place in the house of a Mad Scientist. He performs nasty experiments on people and animals and somehow you end up on one of his operating tables!*

1. **Levels**

*The first part of the game takes place in the Operating Room. The player starts on the Operating Table and can hide behind some curtains or exit the room. Once in the hall, the player can exit through the Front Door, the Side Door, go into an Office, head Upstairs, or head Downstairs. If the player exits through the Front Door, they can try and escape towards the driveway across the Front Lawn or across the Side Lawn to the river.*

*If the player chooses the Upstairs, they can try and open the only accessible door or try to escape through the attic. If they choose the Downstairs, they can try and hide in the Cellar or try and open the Storm Door to escape.*

1. **Non-player Characters/Enemies**

The Mad Scientist: you never know where, or when he will show up.

Half-man, Half-Shark: A horrible abomination combining a man’s body with a shark’s head and fins.

Vicious Dogs: the Mad Scientist will send his rabid dogs after you if you try and leave his house.

1. **Story Index**

You wake up, finding yourself on an operating table inside a dimly-lit, cold laboratory. You look to your left and see a pile of bodies, the unlucky ones who have been experimented on by some deranged scientist. Luckily you are not bound to your table and are free to move off the table. Your task is to escape the Mad Scientists’ house. Make the wrong decision and he will find you and make you his next experiment. Good luck!