Documentation for Eternal Cycle – Text Based Adventure Game

1. Story

This is the summary of the story plot. The dialogue will be stored in a JSON format, to be called by batch.

**Prologue: The Light Returns**

The story begins with the player taking on the role of the Heir, returning to the Hamlet after receiving a letter from the Ancestor. However, instead of a grim warning, the letter speaks of a "gift of renewal" and a chance to restore the land to its former glory. The Hamlet is no longer a crumbling ruin but a thriving hub of activity, filled with hopeful heroes and bustling townsfolk. The Ancestor, now a spectral guide, explains the looping mechanism: when a hero falls in battle, they are reborn in the Hamlet, retaining their memories and experiences. The tutorial introduces the player to the core mechanics of exploration, combat, and the looping system, as the Heir leads a small team of heroes on their first expedition to clear a nearby dungeon of lingering shadows.

**Arc 1: The Gathering of Heroes**

The Heir begins to rebuild the Hamlet, attracting heroes from across the land who seek purpose and camaraderie. Each hero has their own story and motivations, but they all share a desire to protect the light. The first arc focuses on establishing the Hamlet as a sanctuary, upgrading its facilities, and forming bonds between the heroes. The expeditions are challenging but rewarding, with the looping mechanism ensuring that no loss is permanent. The arc ends with the discovery of an ancient artifact that hints at the true nature of the loop and the darkness that once plagued the land.

**Arc 2: The Cycle of Growth**

As the heroes grow stronger, they begin to uncover the secrets of the looping mechanism. The Ancestor reveals that the loop was created as a way to give the heroes infinite chances to succeed, ensuring that the darkness could never truly win. However, the heroes also learn that the loop is tied to the land itself—each expedition weakens the darkness but also strains the balance of the world. The second arc focuses on the heroes' personal growth, as they confront their fears and insecurities in the dungeons. The arc ends with a climactic battle against a powerful manifestation of the darkness, which tests the heroes' resolve and unity.

**Arc 3: The Bonds of Unity**

With the darkness weakened, the heroes begin to explore deeper and more dangerous dungeons. They discover that the key to breaking the loop lies in their bonds with one another. The third arc emphasizes teamwork and camaraderie, as the heroes must rely on each other to overcome increasingly difficult challenges. The Hamlet becomes a symbol of hope, with the townsfolk and heroes working together to create a brighter future. The arc ends with the heroes uncovering the source of the darkness: a corrupted entity that was once the guardian of the land.

**Arc 4: The Final Trial**

The heroes prepare for their final confrontation with the corrupted entity. The fourth arc is a test of everything they have learned, as they face their greatest challenges yet. The looping mechanism becomes a crucial tool, allowing the heroes to learn from their mistakes and grow stronger with each attempt. The arc culminates in a climactic battle against the corrupted entity, during which the heroes must rely on their bonds and the lessons they have learned to emerge victorious. The battle ends with the entity purified and the darkness banished, but the loop remains intact.

**Arc 5: Breaking the Cycle**

With the darkness defeated, the heroes turn their attention to breaking the loop and restoring balance to the land. They discover that the loop was created by the Ancestor as a way to give them infinite chances to succeed, but it also trapped the land in a state of stasis. The final arc focuses on the heroes' journey to transcend the loop, using the strength of their bonds and the wisdom they have gained. The story ends with the heroes performing a ritual to break the loop, transforming the Hamlet into a paradise and freeing the land from the cycle of renewal. The Ancestor's spirit is finally at peace, and the heroes are celebrated as legends.

**Ending: A New Dawn**

The story concludes with the Hamlet thriving as a beacon of hope and light. The heroes, now free from the loop, choose to stay and protect the land they have fought so hard to save. The Heir takes their place as the new leader of the Hamlet, guiding it into a bright and prosperous future. The final scene shows the heroes standing together, looking out over the restored land, as the sun rises on a new dawn. The message is clear: through unity, resilience, and hope, even the darkest of times can be overcome.

1. Database

**Key Tables and Their Roles**

1. **Players**:
   * Stores player information (e.g., username, password\_hash, progress).
   * Each player has a unique player\_id.
2. **Stats**:
   * Tracks player stats (e.g., health, stamina, strength).
   * Linked to the Players table via player\_id.
3. **Inventory**:
   * Each player has one inventory, linked via player\_id.
4. **Items**:
   * Stores information about in-game items (e.g., name, type, effect).
5. **Inventory\_Items**:
   * A many-to-many relationship between Inventory and Items.
   * Tracks which items are in which inventory and their quantities.
6. **Locations**:
   * Represents in-game locations (e.g., name, description).
7. **Puzzles**:
   * Linked to Locations via location\_id.
   * Stores puzzle details (e.g., description, solution, reward).
8. **Choices**:
   * Represents branching decisions in the game.
   * Linked to Locations via linked\_location\_id.
9. **Events**:
   * Tracks game triggers and outcomes (e.g., trigger\_condition, outcome).
10. **TimeLoop**:
    * Tracks loop resets and their consequences (e.g., reset\_condition, consequences).
11. **Lore**:
    * Stores unlockable backstory content (e.g., title, description, unlock\_condition).
12. **Dialogue**:
    * Manages branching conversations.
    * Linked to Choices and itself (next\_dialogue\_id).
13. **Modifiers**:
    * Tracks temporary buffs/debuffs for player stats.
    * Linked to Stats via stat\_id.

Database schema for Eternal Cycle v1


Picture: Database Schema for Eternal Cycle v1