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**CIS 162**

**7/14/2015**

**Project 5**

**I spent 3 hours on this project between 7.1.15 and 7.14.15**

**I assure the contents herein are entirely of my making**

**Game Description:**

Welcome to Mystery Text Based Adventure. You control Cato, you can move through the world, collect items and performing actions. Use your imagination, explore the world and do different things – find the purpose of life!

**Room 1: Start**

* **Description**: Player starts on a cot wearing shackles and is dizzy. Mud floor and water dripping from a crack in the ceiling. You are shackled to another person and a metal loop in the wall.
* **Items**:

1. Metal loop in the wall
   1. Name: Metal Loop
   2. Desc: Dark and worn made out of Iron
   3. Weight: 5
   4. Edible: false
2. Various rocks
   1. Name: “Granite”
   2. Desc: Apple sized rock
   3. Weight: 1
   4. Edible: false

* **Neighbor(s)**

1. “West” to open hillside
2. “North” to quite market

**Room 2: Dawn Market**

* **Description:** Small market with empty stands. About 100 meters long, you can see a small plaza and a church, along with dark smoke pouring from a chimney. Along with a stone well.
* **Items:**

1. **Animal Pen:**
   1. Name: “Animal Pen”
   2. Desc: “A sheep, an ox and a few boars laying in the pen”
   3. Weight: 1000
   4. Edible: yes
2. **Bell:**
   1. Name: “Bronze Bell”
   2. Desc: “A shiny bronze bell”
   3. Weight: 1200
   4. Edible: no

* **Neighbor(s):**

1. “North” to church
2. “West” to blacksmith
3. “The middle” to the well
4. “South” to Start

**Room 5: Blacksmith:**

* **Description**: Thick hot smoke pours out of a fire as you hear the ringing of a hammer on iron. There is a door slightly ajar.
* **Items:**

1. Scrap Iron
   1. Name: “Scrap Iron”
   2. Desc: “Heavy iron scrap with sharp hooked end”
   3. Weight: 15
   4. Edible: no
2. Horse shoe
   1. Name: “Horse shoe”
   2. Desc: “Scrapped old horseshoe”
   3. Weight: 4
   4. Edible: no

* **Neighbor**(s):

1. East to Quite Market
2. South to Open Hillside
3. Through the door to Blacksmith Interior (if the user picked up the scrap iron they defeat the blacksmith, if they picked up both horse shoe and scrap iron they lose (too much weight), if they picked up horse shoe they lose.)

**Room 6: Church**

* **Description:** Large dark cathedral with gothic details made of red granite.
* **Items:**

1. Boar Altar
   1. Name: “Church Altar”
   2. Desc: “Wide shallow bowl with boar horns scattered by the sides”
   3. Weight: 1000
   4. Edible: no
2. Organ
   1. Name: “Church Organ”
   2. Desc: “Massive organ with pipes running all over the back walls and ceiling”
   3. Weight: 1000
   4. Edible: no

* **Neighbor**(s):

1. “South” to Quite Market
2. “North” to Catacombs (if boar is in inventory at altar)

* If player inspects organ the walls of the church fall and they die.
* If the player brings the boar to the altar the catacombs open
* If the player brings water to the altar the catacombs open

**Room 3: Hillside**

* **Description**: Hillside leading down to a stream and the edge of a forest.
* **Items**:

1. Small Cart:
   1. Name: “Small Wooden Cart”
   2. Desc: “Rickety wooden cart with two rocks blocking the wheels”
   3. Weight: 600
   4. Edible: no

* **Neighbor**(s):

1. “West” to River
2. “East” to Hillside

* If the Cart is inspected automatically proceed to River.

**Room 4: River**

* Description: 12 meter wide river flowing briskly south
* Neighbor(s):

1. If Cart was “inspected” (i.e. ridden) and inspected again
   1. “South” to Ocean = available
2. Otherwise “East” to Hillside

**Room 7 Well:**

* Description: well with bucket clean fresh water
* Items:

1. Bucket:
   1. Name: “Wooden pale”
   2. Desc: “Wooden pale with handle appears to be used in the well”
   3. Weight: 10
   4. Edible: no

* Neighbors(s)

1. “Northwest” to Church
2. “South West” to Market

**Room 8: Ocean**

* Description: player reaches the golden coast and is picked up by a boat = Victory.

**Room 9: Catacomb**

* Description: If the player puts water in the altar there is a bright portal in the catacomb and is transported to a different planet = Victory…
* Description: If the player puts the boar in the altar they face a boss and die = Lose…

**Additional Actions:**

1. **Inspect**: This action is very general, in the case of a match and a candle, the combine will light the candle a flame. Causes interesting things to happen with object.
2. **Talk**: Interact with any inanimate or animate object verbally.

