

NAME: The Legend Of Cliff

Overview: The player must find their way out of the caverns underneath a castle.

Winning: Escaping with the stolen gem.

Losing: Killed by a monster or fell to his death.

Other objectives: Unlocking doors, completing puzzles, finding items.

Player: Cliff Roid, who tried to steal an artifact and now must escape a dungeon.

Weight limit: Currently described as a number of items, will need to change.

Health / Armor: Expended when attacked.

The World : Plenty of well-described rooms with interesting things to do.

Scoring: Unlocking doors and finding items.

Additional Stuff: Unusual features of your game.

1. Battles
2. Equipment
3. Possibly NPCs, though it isn't clear you can talk to them
4. A companion – no one has ever done this, but I think we can figure out how to make it work

TODO: As you elaborate on things, you will probably need to find a few more things like this.