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The Legend of Cliff

**Overview:**

* The main point in this game is to adventure through all of the caverns, find the keys, and escape. Throughout the caverns there will be puzzles, monsters, and hidden traps. The game is set in a medieval time frame. The main character is a man named Cliff Roid, who stole the previous Valentinian gem, but upon lifting it from its resting place, fell through a trap door and into the caverns of the Castle of Isa. The player will win the game by escaping the castle’s caverns with the gem, and successfully escaping the queens kingdom. The player will lose by dying. The player can die by losing a fight to a monster/animal, falling through a trap, or being too heavy to make a jump.

**Player:**

* The main character’s name is Cliff Roid. Cliff is a very bright young adult, who through extensive research, found out he can attain powers never seen by the outside world. Cliff learns that the way to attain these powers are through a gem, the Valentinian gem, which is hidden in the Castle of Isa. Cliff will find many objects in the cavern, and they may be small objects to solve puzzles and open doors that will fit in his knapsack, or they can be armor and weapons that he can wear and hold. Cliff can wear one helmet, one suit of armor, and hold two items. In his bag he can hold 10*(?)* items. If Cliff is wearing *2* items, holding *2* items, and carrying at least *5(?)* items, he will not be able to successfully jump over monster traps, in which case he will need to fight them. In a fight, his armor may be damaged in which case he can repair it, or use it until it breaks. If his Cliff gets hit, while having no armor, he will lose health, and need to find food to get health back.

**Scoring:**

* The player will earn points in the game by defeating certain monsters(these will be somewhat like checkpoints), finding easter eggs, and ultimately escaping the kingdom. The player can earn a total of \_\_\_ points. The player can win without getting a perfect score. However, the more secret items and easter eggs found, the easier it will be to defeat the monsters.

**The World:**

* Main Room:
  + “You fall into a trap after taking the gem! You fall into a dark room. Upon lighting your backpacks lantern you see the room is big and open.”
  + “The room is big and open. You don’t see much here but an altar in the center, and a door in each cardinal direction. The door to the west pops open from the shock wave of you hitting the ground.
* Northern Door:
  + “You look at the door. There seem to be three different sized cut outs on the door. There is nothing on the ground around.”
    - Here to open the northern door you will need pieces from the other three passageways. These will be towards the end of the passageways in order to make it harder to advance.
* Northern Hallway:
  + “You walk into the beginning of a long passageway. You can’t see all the way down the hallway.
* Eastern Door:
  + “You look at the door. There are three different key holes in the door. You look up and at a sign that reads “Choose the wrong hole, then have a nice fall”.”
    - Here to open the eastern door you will need a key. This key will be found in a connecting passage way from the end of the western and southern passageways. After making it to the end of the souther passageway, you can go back to the end of the western passageway, and hit the wobbly cobblestone wall, opening you to this room.
* Eastern Hallway:
* Southern Door:
  + “You look at the door. The door has no lock, but there are a few slightly cracked, and rusty, iron bars in front of the door. You see something shiny on top of the door frame. You can’t reach it. If only there was something to reach this...”
    - Here to open the southern door you will need the hammer on top of this door. You can use a few things as step stools to get this hammer. There will be a cinder-block, an empty crate, or a bone, all found in the eastern passageway.
* Southern Hallway:
* Western Door:
  + “This door is open. There is a carving on the door that reads “Turn around! Don’t do it! Save yourself! They’ve come afte...”. It ends there”
    - This door will be opened form the start.
* Western Hallway:

**NPCs:**

* There will be a total of *4*  monsters that Cliff will need to fight inside the caverns...
* Outside the castle, Cliff will need to do battle with the queens royal guard...

**Additional Stuff:**

* An rng will be used every time the player enters a room to see if a snake will appear in front of the player.
* The Valentinian gem will have many powers, but none will be told to the player. If the player attempts to use the gem, it will not be able to be used again for at least *10* turns. After *10* turns, an rng will be used to determine if it is fully charged. This will also not be told to the player. The player will just be told that it needs time to gather more energy.