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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:**

**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 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.