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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 gem, 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 attempted to steal the previous Valentinian gem, but upon lifting the decoy 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 queen’s 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. 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 by successfully unlocking doors in the caverns, finding easter eggs, and escaping the Castle. In order to get the most points, the player will need to unlock a door without taking any damage in the previous hallway.

**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.”
    - After Cliff finally gets the Gem, if he places it on the altar he will be teleported out.
* 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:
  + “You walk into the beginning of a long passageway. You can’t see all the way down the hallway. Slightly down the hall however; you see two doors. One to the north and south.”
* Sleeping Chamber:
  + “This looks like it was a sleeping chamber once for the queen’s royal guard. Someone must have been stuck in here, because it looks like there is a skeleton in the corner…”
    - If the player inspects the skeleton, they will see it is holding a sword. The player may take this.
* Dining Chamber:
  + “This looks like it was a small dining chamber once for the queen’s royal guard. Someone must have been stuck in here, because it looks like there is a skeleton in the chair…”
    - If the player inspects the skeleton, they will see it is wearing armor and a helmet. The player may take these. They may also take the and carry it, if they please.
* End of Western Hallway:
  + “This looks like the end of this small hallway. There are stairs going down, but its very dark and eerie sounding down there…”
* South-West Basement:
  + “This is very deep into the caverns. You are at the beginning of a long hallway. You can see things down the hall, but not clearly.”
* Forked Passage:
  + “The hallway seems to fork here. To your left of the wall in a painting. Straight ahead is the rest of the hallway. It doesn’t look like there is anything there. To your right is another short hallway. It looks like there’s something shiny down there..”
    - Here is one of the easter eggs. If the player takes the painting off the wall, they will get
* End of Forked Passage:
  + “Oh no! There’s a big hole in the ground so you can’t walk across! Oon the other side of the hole is a key resting on a cinderblock. Should you attempt to jump?”
    - If the player can successfully jump, they will get the key and return. Otherwise they will fall into this deep hole and die.
* The Hallway’s End:
  + “There doesn’t seem to be anything over here. Just an iron wall here instead of the cobblestone like the rest.”
    - Here is one wall of the hidden puzzle room. The player must break down the wall from the inside, using the pick axe. Doing this will connect the southern and western passageways.
* 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, a chair, or a bone, all found in the eastern passageway.
* Southern Hallway:
  + “You walk into the beginning of a long passageway. You can’t see all the way down the hallway. Slightly down the hall however; you see two doors. One to the east and west.”
* The Queen’s Art Chamber:
  + “Here is where the Queen’s most precious art is kept. DO NOT ENTER if you aren’t of her Royal Guard.”
    - This is a trap room. If the player enters, a deranged beast the size of a small dog will awaken and attack him. Doing 10 hp of damage per turn.
* The Trapping Chamber:
  + “It doesn’t look like there’s much in here besides some canned food.”
    - This was where the guard would set up hunting traps. The room itself is not a trap. The player can ake the canned food and use it to restore health.
* End of Southern Hallway:
  + “This looks like the end of this small hallway. There are stairs going down, but its very dark and eerie sounding down there…”
* Southern Basement:
  + “This is very deep into the caverns. You are at the beginning of a long hallway. You can see things down the hall, but not clearly.”
* Equipment Room:
  + “This looks like an old equipment room for the guards. It appears that everything was taken besides some things on this table.”
    - Upon inspecting the table, the player will be told that there are two keys, a pink and a yellow one.
* The Old Library:
  + “this looks like it was once a library. There’s bookshelves all over the wall, but one book shelf is missing a book…”
    - First, to get in the library, the player will need to use the pink key to unlock the door. If they use the wrong key, a swarm of bats will attack the player, doing 50 hp of damage, then leaving.
    - If the player takes the book at the end of the hallway and places it on the bookshelf, it will open up the wall in the old library, to the hidden tool room.
* Hidden Tool Room:
  + “This room looks ransacked as well. The only thing left is a big heavy chest that’s being held shut with rope.”
    - If the player can cut the rope, inside it will be a pickaxe and a blue key.
* Southern Basement Bend:
  + “This straight hallway has come to an end. Theres a short hallway to the west. There doesn’t seem to be much over there.”
* End of Southern Basement:
  + “On the floor is a copy of Plato’s “Apology”. This wall here is made of iron and seems to be pretty beat up because there’s some holes in it…”
    - Breaking through this iron wall leads to a room that connects the southwest and southern basements.
* Hidden Puzzle Room:
  + “Oh look! It’s a piece to a puzzle!”
* Eastern Door:
  + “You look at the door. There is a key hole to unlock the door.”
    - Here to open the eastern door you will need three keys. These keys will be found throughout the western and southern passageways. You must first use the red key, turn it, then use the yellow key and turn it, then use the blue key and turn it.
* Eastern Hallway:
  + “You walk into the beginning of a long passageway. You can’t see all the way down the hallway. Slightly down the hall however; you see one metal bars on the wall to the south and hear a feint mumbling, and a painting to the east.”
* The Jailcell:
  + “Help help!! The Queen had me sentenced here long ago. Release me from this jailcell and I can definitely help you escape from here…”
    - The man in this jailcell can hold items(ie. armor/weapons) and help you when you’re attacked.
* End of The Eastern Hallway:
  + “There’s a door here… The sign on the door reads “If the doors closed, it means stay out.”.”
* The Break Room:
  + “Oh no! You woke up a sleeping guard!”
  + “Hey what on earth are you doing down here! This is the secret caverns! It is my duty to destroy you!”
    - Here the guard will begin to attack you. You must kill him in order to advance.
    - After killing the guard youll be able to take his armor helmet and sword.
  + “There are two doors here. One to the south which has a sign that says “Meal times are 10am and 5pm”. The door to the north has a sign that reads “DO NOT ENTER”.”
* Cornelius’ Den:
  + “AH! Is this a three-headed lion?!!??!”
    - This room is essentially a trap room. Nothing is in here except a hungry beast.
* Sir Sean Fortevir’s Room:
  + “This looks like it could be someone’s own kitchen. In big letters on the wall it says “Sir Sean Fortevir”. There are cabinets on the wall. There are doors to the north and east.”
    - This room will have food in it to restore the players health.
* Maximus’ Den:
  + “AH! Another three-headed lion??? This time with a necklace around its middle head!”
    - Here the player must kill the lion and take the necklace. On the necklace is a puzzle piece to unlock the northern door.
* Sir Sean Fortevir’s Secret Room:
  + “There’s something odd about this door…”
    - When you approach the door, a button will appear next to it. The only way to open this door will be to place the cinderblock on top of the button.
    - After opening the door, the only thing in here is is a big puzzle piece. This is the final piece for the northern door.
* 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.
    - You must place either of the small pieces first, then the big piece, then the last small piece.
* Northern Hallway:
  + “You walk into the beginning of a long hallway. This hallway has gold walls and a shiny floor. There must be something good here… Slightly down the hall there are doors to the east and west.”
* The Royal Equipment Room:
  + “This must be where the royal guard gets their armor from. This room is filled with armor.”
    - This room will contain extra armor and helmets for the player. This will be the best armor and helmets in the game.
* The Royal Tool Room:
  + “This must be where the royal guard gets their swords from. This room is filled with them.”
    - This room will contain extra swords for the player. This will be the best sword in the game.
* End of the Northern Hallway:
  + “This looks like the end of the hallway. There’s a big gold plated door here.”
* The Queens Hidden Room:
  + “This must be a room for the queen! There seems to be everything in here. There’s a chest at the foot of the bed, a closet, and diamonds and gold everywhere.”
    - This is where Cliff will finally get the gem! After Cliff gets the gem, if he places it on the altar it will teleport him to the front of the castle, where he must do battle with Sir Sean Fortevir, the queens strongest and most trusted guardsman, in order to escape with the gem.

**NPCs:**

* Outside the castle, Cliff will need to do battle with Sir Sean Fortevir.
* The criminal.
  + If the player releases him from the jailcell, he will be able to fight with cliff in battle.

**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.
* When doing battle, an rng will be used to determine if the player will land a hit or not.
* The armor will be added on as extra health for the player. When that extra health is lost, the armor will break and fall off.