Haskell Plot Templates:

Main Storyline:

Long ago, when the world was ruled by dragons and bloodshed, there rose a hero from an unknown rural village hidden in the mountains of Middle Endian to fight the dragons. The hero used an ancient weapon known as Garamax’s Hilt of Cordigon Infinity…or GHCi for short to defeat the dragons, and the ancient weapon was built by the old masters before the dragons. In a final battle, he used this weapon to defeat Retep, the Emerald Dragon, and was able to trap Retep in an infinite chain.

But now, with the new GHCi update – I mean with the full moon it seems that the infinite chain spell is broken, and Retep has awakened and plans to awaken the other dragons, yet the mysterious hero is nowhere to be found.

Legend has it that with every great evil, a new hero will arise. The question now arises: Will you be the new hero?

[Yes]

[No]

**Hero Development:**

*What is the name of your hero?*

[Username]

You have fifteen points to distribute to each skill set? Total Points: 15

Strength is the damage you do to other monsters. \_\_

Intelligence is your ability to figure out puzzles and enter secret doors.

Charm is your ability to talk to villagers and find out important information and gain rewards.

[Hero Name] you have answered the call to defeat the Dragon Retep? You begin your journey with another hero named [Hero Name 2]. You both will face many trials, and some may test the very core of your relationship and will depend on the success of your journey.

**ActiveEvent Template:**

Lists of Characters/Descriptions:

List\_Of\_Active\_Locations

* pasture, cave, dungeon, plains, wasteland, mine.

List\_Of\_Active\_Location\_Adjectives

* misty, cold, dark, dusty,

List\_Of\_Active\_Group\_Descriptions

* platoon, group, division, unit, gang, pack, mob, band

----------- Co-Operative Combat Version:

You both come across a [ADJ] [LOCATION] and see a [GROUP\_DESCRIPTION] of [STAT\_DESCRIPTION] [CREATURE]. The creatures have not noticed you both yet and so you have time to decide.

[A] Attack

[B] Runaway

----------- Single Combat Version:

You come across a [ADJ] [LOCATION] and sees a [GROUP\_DESCRIPTION] of [CREATURE]. The creatures have not yet noticed you and so you have some time to decide.

[A] Attack

[B] Runaway

-- Decision Attack Win:

With swift foot and heavy sword in hand, you both rush into the battle and catch them off guard. It is a complete victory as you vanquish your foes. Some of the [ACTIVE CHARACTERS] run off in the distance – clearly afraid of your combined might. You swiftly defeat them and continue on your journey.

-- Decision Attack Lose:

After catching the band of creatures off guard, you begin to push them back into a cavern slowly losing your path and enter a narrow chasm. Before you realize it, it seems that they have been luring you into a trap. A small group [ACTIVE CHARACTERS] begin descending from the chasm and wounding both you and your ally. You trying rushing to save your friend, until a sharp pain pierces your chest – an arrow. As you you reach for your last breath, you realize this is the end as the screen fades to black.

-- Decision Runaway:

Risk Event instead.

**RiskEvent Template:**

Lists of Risk Events/Descriptions:

List\_Of\_Risk\_Locations:

* ravine, tunnel, gorge, canyon

Dictionary\_Of\_Description\_Risk\_Locations:

* long, wide, large

Dictionary\_Of\_Possible\_Negative\_Events:

Ravine : []

----------- RISK EVENT Single Player:

You now come across a [RISK DESCRIPTION] [RISK LOCATION]. There is a path that seems to lead you to the right direction, but it does seem slightly dangerous. Do you risk crossing the [RISK LOCATION]?

Choices:

[A] Move ahead and cross the [RISK LOCATION]

[B] Turn back and see what creatures you’ll face

----------- RISK EVENT Co-Operative :

You both come across a [RISK DESCRIPTION] [RISK LOCATION]. There is a path that seems to lead you to the right direction, but it does seem slightly dangerous. Do you decide to risk crossing the [RISK LOCATION]?

Choices:

[A] Move ahead and cross the [RISK LOCATION]

[B] Turn back and see what creatures you’ll face

-- Risk Event Negative Result Co-operative:

As you and your companion cross through [RISK LOCATION], the ground begins to shake. You quickly notice a rockslide up ahead and begins crashing down. You and your companion rush quickly through the [RISK LOCATION] to avoid certain death; however, in the process you both become injured. You lose –[NUMBER GENERATOR] in your [STAT].

-- Risk Event Negative Result Single-player:

As you cross through [RISK LOCATION], the ground begins to shake. You quickly notice a rockslide up ahead and begins crashing down. You rush quickly through the [RISK LOCATION] to avoid certain death; however, in the process you both become injured. You lose –[NUMBER GENERATOR] in your [STAT].

-- Risk Event Positive Result Single-player:

As you cross through [RISK LOCATION], you notice an unstable structure up ahead from some ancient civilization years ago. Being a perceptive hero, you decide to rush through quickly and making sure that you make it out quickly. By the time you make it out of the [RISK LOCATION], the structure collapses onto itself. It seems like you are still able to continue your journey.

-- Risk Event Positive Result Co-operative:

As you and your companion cross through [RISK LOCATION], he notices an unstable structure up ahead from some ancient civilization years ago. Being the perceptive heroes that you are, you and your companion decide to rush through quickly and making sure that you make it out quickly. By the time you make it out of the [RISK LOCATION], the structure collapses onto itself. It seems like you are both still able to continue your journey.

**PassiveEvents Template:**

List\_Of\_Passive\_Locations:

* inn, village, parish, hamlet, settlement, pub, tavern

List\_Of\_Passive\_Characters:

* barkeep, villager, boy, villager

The heroes eventually follow the path and find themselves to a small [PASSIVE LOCATION]. They are surrounded amongst several locals and enjoying the quiet comforts. Eventually a [PASSIVE CHARACTER] approaches them. The [PASSIVE CHARACTER] asks the two of heroes where you are from.

[A] Tell your story (Charm)

[B] Walk away and continue on your journey.

--- NOT ENOUGH CHARM – Co-Operative:

You both begin trying to tell your story. At times, cutting each other off like excited children and then beginning to tell it again. The [PASSIVE CHARACTER] yawns and realizes you both aren’t as cool as he thought you were. Before you know it, you realize the [PASSIVE CHARACTER] is gone. You both continue on your journey.

--- NOT ENOUGH CHARM – Single:

You begin trying to tell your story. At times, cutting yourself off like an excited child and then beginning to tell it again. The [PASSIVE CHARACTER] yawns and realizes you aren’t as cool as he thought you were. Before you know it, you realize the [PASSIVE CHARACTER] is gone. You continue on your journey.

-- ENOUGH CHARM Co-Operative

The [PASSIVE CHARACTER] stands there waiting for you to begin, yet you both pause for effect looking into the sky – being all Byronic and what not. You both begin to tell your stories and the dangerous adventures you’ve both been on fighting hordes of monsters. You begin to notice a crowd emerging around you both. Your companion mentions a courageous act that saved both of your lives, and the crowd is enamored with your storytelling. You then both subtly mention that you are here to defeat the Dragon Retep, and the villagers shout with joy. Before you know it, the [PASSIVE CHARACTER] gives you [REWARD ITEM]. You thank them and you both decide to continue on your journey.

-- ENOUGH CHARM Single Player

The [PASSIVE CHARACTER] stands there waiting for you to begin, yet you pause for effect looking into the sky – being all Byronic and what not. You begin to tell your stories and the dangerous adventures you’ve been on fighting hordes of monsters. You begin to notice a crowd emerging around you. The crowd is enamored with your storytelling. You then subtly mention that you are here to defeat the Dragon Retep, and the villagers shout with joy. Before you know it, the [PASSIVE CHARACTER] gives you [REWARD ITEM]. You thank them and you decide to continue on your journey.

**PuzzleEvent Template:**

List\_Of\_Puzzle\_Locations:

* door, gate, gargoyle, writings

List\_Of\_Puzzle\_Descriptions:

* mysterious, cryptic, obscure, puzzling,

-- Puzzle Event Single Player:

The hero eventually follows the path and finds a small [PASSIVE LOCATION]. Now, you are surrounded amongst several locals and enjoying the quiet comforts. Eventually a [PASSIVE CHARACTER] approaches you. The [PASSIVE CHARACTER] asks a question: [PUZZLE]

-- Puzzle Event Co-operative:

After some walking, you both realize you have taken a wrong path, you find yourselves lost on a deserted path. As you try to re-orient yourselves, you come across a [PUZZLE DESCRIPTION] [PUZZLE LOCATION]. There seems to be a mysterious aura surrounding it.

Do you try to inspect the [PUZZLE LOCATION]?

[A] Inspect it.

[B] Continue on your way.

-- Puzzle Event Single-Player:

After some walking, you realize you have taken a wrong path, you find yourself lost on a deserted path. As you try to re-orient yourself, you come across a [PUZZLE DESCRIPTION] [PUZZLE LOCATION]. There seems to be a mysterious aura surrounding it.

Do you try to inspect the [PUZZLE LOCATION]?

[A] Inspect it.

[B] Continue on your way.

-- ENOUGH INTELLIGENCE – Co-operative:

After studying the [PUZZLE LOCATION], you realize the pattern within the structure. After using your pattern matching skills, you discover a secret lever and it reveals a chest. You and your companion open the chest to reveal [REWARD ITEM]. With this discovery, you’ll be stronger and ready to defeat Retep. You both continue on your journey.

-- ENOUGH INTELLIGENCE – Single Player:

After studying the [PUZZLE LOCATION], you realize the pattern within the structure. After using your pattern matching skills, you discover a secret lever and it reveals a chest. You open the chest to reveal [REWARD ITEM]. With this discovery, you’ll be stronger and ready to defeat Retep. You continue on your journey.

-- NOT ENOUGH INTELLIGENCE – Co-operative:

After studying the [PUZZLE LOCATION], you cannot seem to figure out the pattern within the structure. It is growing dark and you realize both of you are not capable of solving this puzzle and should continue on your journey. Some doubts set in on how you will be able to defeat Retep with your poor pattern matching skills. You both continue on your journey.

-- NOT ENOUGH INTELLIGENCE – Single Player:

After studying the [PUZZLE LOCATION], you cannot seem to figure out the pattern within the structure. It is growing dark and you realize you are not capable of solving this puzzle and should continue on your journey. Some doubts set in on how you will be able to defeat Retep with your poor pattern matching skills. You both continue on your journey.

**Major Event:**

After a long journey, and halfway to the Retep’s lair, the two of you enter a quiet village to rest up and resupply. You both enter the local tavern and sit down for mead and food. As you both order your food, the locals seem hushed and quiet as they shoot of quick glances and murmur to each other quietly. You both begin to get an uneasy feeling that something is not right here and you decide what to do.

[A] Go up to barkeep and ask what the news is

[B] Leave the tavern quietly and leave some gold on the table

[Choice A]

As you approach the barkeep, some of the locals shift in their seats and their eyes wander in your direction. The barkeep looks up from wiping down the table with a nervous surprise as you both approach. He asks you to pay immediately and leave so that there is no trouble caused. Before the either of you can ask another question, a man shouts, “Those are the bandits who robbed the old mine!”

Before you can react, two guards grab you and wrestle you down and you are both knocked unconscious…

[Choice B]

As you two make your way to the door and leave the tavern quietly, a man shouts, “Those are the bandits who robbed the old mine!”

Before the any of you can react, two guards grab you and wrestle you down and you two are knocked unconscious…

[PT 2]

You awake in dingy dungeon door and find yourself alone…without your companion at your side. You are chained by a pair of steel cufflinks chained to some iron bars. A man enters the room and throws a bucket of water to your face.

He tells you that you are both accused of robbing the local mine in town and that you will be hanged the next day. You try to explain that you are heroes, but it seems like no one is willing to believe your case. They ask you to tell them where the gold you two had stolen, and by the look of their faces they seem to want anyone to hang. They wait and see what you have to say…

[A] You try again to explain that you are both heroes trying to free the people from the terror of the dragons again.

[B] You try to explain that you were not involved the theft.

[PT 2 A]

The prison guards laugh at your story and ask if you were even involved with the stolen gold. They begin looking at the description of the two bandits, and one of the guards notes that the lack of similarities in their description; however, the other guard mentions that your companion definitely looks like the other bandit who had led the heist.

[A] You explain again one last time that you were not involved and neither was your companion.

[B] You say that you were not involved, and explain to guards that you were just a hired hand and how the man in the other cell had mentioned some stolen gold in his sleep.

[PT 3 A] IF BOTH PLAYERS SAY CHOOSE [A]

Before the guards begin to beat you again, another guard enters the cell. He explains that the other hero continues to deny the story

The guards are now enraged, as they bring in an old man from the mine. He points to you and confirms your identity as the bandit. The guards begin to beat you till you become unconscious. It seems like you will be here for a long time.

Final Ending:

You finally make it to the the Retep’s lair. You enter in quietly trying to find the dragon. You see troves of these shiny metal machines humming along the caverns. They glow in the darkness softly. You continue walking into the end of the lair only to find a smaller machine that glows in the dark. It looks like the mysterious GHCi weapon the old ones had built. Its hums your name and beckons you. Before you can take a step further, you hear a ghostly voice.

With your sword in hand you turn and see a man dressed in some blue jeans and some running shoes, and with pretty standard t-shirt.

[A] Ask him to reveal yourself

[B] Attack him

Final Ending – CHOICE A

The man tells you that he is Retep. Before you draw your sword, he explains to you his story. Retep explains he was once a man, but his research into the workings of the GHCi had transformed him into an evil dragon known as Retep as there was an error in his code which trapped him in an infinite list. A mysterious hero found him in his lair and was able to free him by fixing his code, but now there is a new problem has arisen. He asks you to solve several problems or else he tells you he will transform into a dragon and wreak havoc. He gives you the following problem:

Build a function that finds the kth element of a list called ‘elementat’. Separate lines of code with ‘;’ character.

Cases:

1. elementAt [] 0 = []
2. elementAt [] 1 = []
3. elementAt [1,2,3] 1 = 1

Final Ending – CHOICE B

As you strike down Retep with your sword, the man transforms into a dragon and shields himself from your attack, which knocks you against the glowing, humming machines. It seems like Retep will soon die as he shift his form from dragon to man to someone who looks like they teach or something. The GHCi machine glows and beckons you to it. A problem appears on the screen:

Build a function that finds the kth element of a list called ‘elementat’. Separate lines of code with ‘;’ character.

Cases:

1. elementAt [] 0 = []
2. elementAt [] 1 = []
3. elementAt [1,2,3] 1 = 1

Submitted – CHOICE A

Retep thanks you for your effort and continues with his research into the GHCi. You question whether he should continue to research into such a powerful weapon, but understanding the GHCi may prove helpful in the future. You leave the lair, and it seems like your journey has come to an end.

Submitted – CHOICE B:

It seems like you have stopped the research into the GHCI. The machine glows and continues to beckon you, but rather than going to the machine, you smash it with your sword. All the other machines stop humming in the lair as you trace your way out of the lair now blind. Your journey comes to an end, but the world seems slightly dimmer.