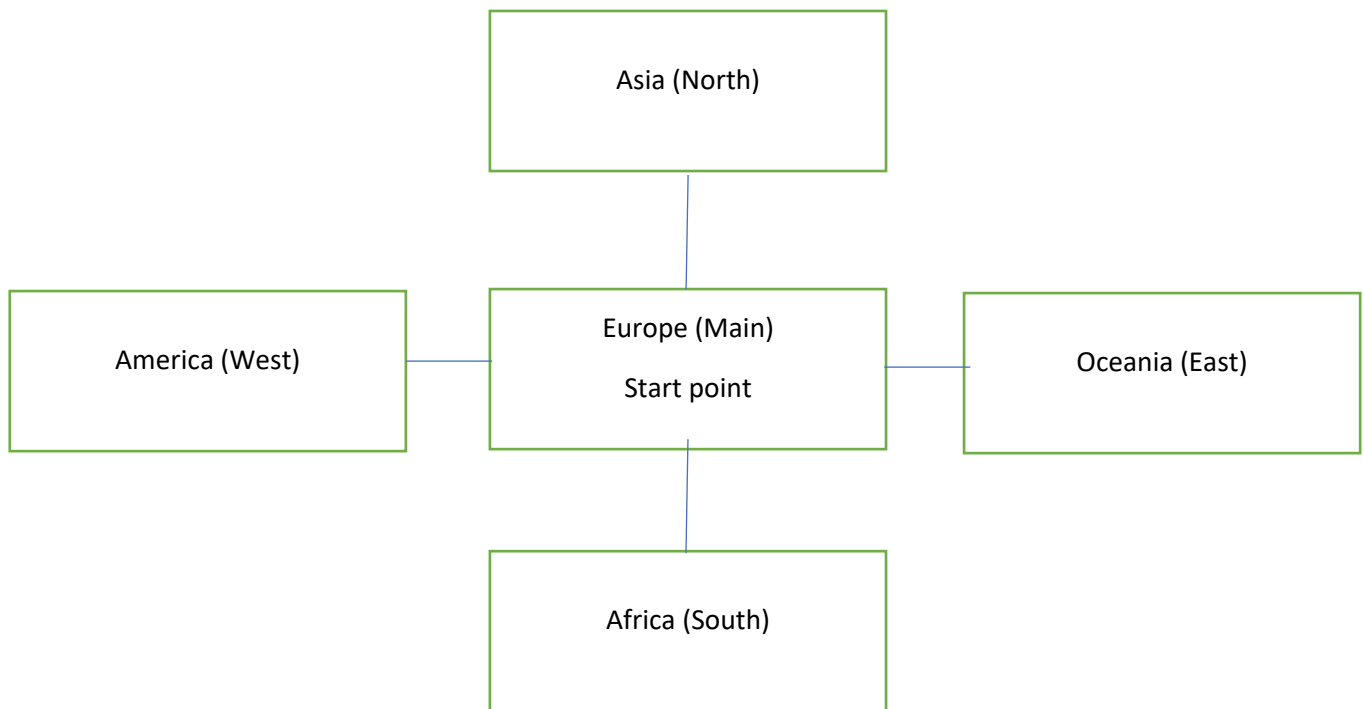


This is a pure game concept and doesn't represent the prototype code. The code provided shows the idea how the game could work.

Setting: Character (spy for the USA) travels between continents with the mission to eliminate Joaquín 'El Chapo' Guzmán.

Map:



Playable Character:

Name: William Brown

Description: a tall man with short brown hair. He wears a bomber jacket and jeans together with solid shoes. His right hand is full of scars, mostly from fighting. On his right, the jacket has a small bump, probably because of his gun.

Hit Points: 150

Start Inventory: Gun (20 Attack), 2 Rations (+25HP), mission papers (quest journal)

Gun

Description: A M9 pistol gun, the old standard for the US Army. Not the newest of his kind but a trustworthy gun.

Attack: 20 (removes 20HP from the enemy)

Rations

Description: A small ration containing some crackers, canned bread, and a bottle of water. Not the tastiest meal but it does the job

Restoration: 25HP to the main character

Missions paper:

Description: a dark worn envelope with some paper in it. A marked paper say, "Agent 469, your job is to eliminate the most wanted man we know, Joaquín 'El Chapo' Guzmán. He controls more than 50% of Mexico drug trading. Don't come back to the head quarter until the job is finished."

America

You are in New Mexico, standing on the marketplace from a small town near the border to Mexico. You see:

- two kids throwing a baseball at each other
- a suspicious man at the corner to the main street
- an old knife (5 Attack)

Old Knife

Description: An old knife, not longer than an ordinary kitchen knife. It clearly has seen better days.

Attack: 5

Look command:

You find an apple (+10HP)

Apple

Description: a shining red apple. Looks delicious.

Restoration: 10 HP

Two Kids:

Description: Two young kid not older than 10 year. They seem to have fun and laugh a lot.

Your asking the kids if they know anyone called "El Chapo". They look at each other for a moment and one nods to the other. "Our mama said we shouldn't talk about Shorty to strangers. But he wasn't here for a long time anyway." Both kids ran away.

Suspicious man

Description: A man stands right at the corner to the main street and behalves strangely. He wears blazer with matching pants and observes carefully each direction.

Health: 50HP

You slowly walk up to the suspicious looking man. It looks like he doesn't notice you, so you continue walking towards him. Then for a moment he glances you with his eyes and ran away. What will you do?

1 follow him **2** go back to the market

1: You start running after him. He's fast but the distance between you slowly decreases. He suddenly changes directions and runs in a small back alley. You follow him into the back alley. He stands in front of you, an old knife in his hand, ready to fight and shouts "Goddamn American weasel!" What will you do?

1 slowly walk back to the main street (back to market) **2(3)** attack with your (item)

The mans body falls on the ground lifeless and doesn't move an inch anymore. He's clearly dead. You clean the crime scene from all the evidence which could lead to you. You walk back unsuspiciously to the market. It looks like he hadn't anything to do with the mission.

Europe (start point)

You stand in the middle of a big street in Barcelona. It's night-time but the street is still full of life. You look around and see

- a social club with a security guy in front of it
- a small group of Hispanic guys sitting around a bank
- a clown walking up and down the street
- a box in front of a grocery store

Look command:

You find a pair brass knuckles. Who ever dropped that here anyway?

Brass knuckles

Description: A pair of brass knuckles with sharp spikes on it. It fits your hands perfectly like they were made for you. Hopefully you only must use them on your target.

Attack: 35

Hispanic group

Description: A group of Hispanic guys which're sitting around a street bank. They seem to have a heated discussion but still laugh hard from time to time.

You walk up to the group but at the point they see you, the group begins disbanding. Who know what their problem with you is?

Security guy

Description: A tall and muscular man standing in front of a door to a cannabis social club. He watches everybody who passes by and checks his wristwatch regularly.

You walk up to the security guy in front of the social club. He's a head taller than you and looks very intimidating. He looks down to you and asks with a deep voice "Can I help you Sir?" What do you answer?

1 I need to investigate the club, please let me in? **2** Please step aside, I need a good smoke right now. **3** Is there by any chance a member called "Guzmán" in this club?

1/2/3 Without a change in his face he answers you "I've never seen you before so you can say all you like but I won't let you in or give you any information." Looks like you won't get any information from here, so you walk back on the street.

Clown

Description: A clown whose best days seem gone for a long time. His long grey hair stands in every direction while he walks the street up and down continuously. Why is he even here in the first place?

You approach the clown. The second he sees you he begins to talk to you. "Oh, hey their youngster, what can I do for you?" What will you say?

1 I'm looking for someone, maybe you know more. **2** Have you ever heard of "El Chapo"?

1 Oh let me guess, you're looking for Shorty? Yes, I can help you with that. Takes this note, it will help you with your mission. Guaranteed.

2 Ah Shorty. Yes, I can help you with that. Takes this note, it will help you with your mission. Guaranteed.

He gives you a small envelope and gets distracted by a dog passing by. He follows the dog and disappears in the crowd. The envelope looks promising.

White envelope

Description: A white envelope you got from a strange old clown on the street of Barcelona. In the envelope is a note that says "The 57 on Heinz ketchup bottles has a hidden meaning. No, it's not the Illuminati. The "57" on Heinz bottles represents the 57 varieties of Heinz products. However, Henry Heinz first chose 57 because he thought it was lucky." Wow, that's not even close to what you wanted.

Box grocery store

Description: A wooden box with some groceries in it. On the box hangs a sign that says, "Free food but please only take one". Maybe you'll find something useful in it.

You get to the wooden box by the grocery store. In the box you see a rotten banana, an unlabelled tin can and surprisingly a ration. Because you don't want to make a fuss you choose to only take one item like the sign suggests. What do you pick?

Rotten Banana

Description: A banana that's clearly rotten. You could eat it but that would most likely put the mission in danger. Food poisoning isn't fun.

Unlabelled tin can

Description: A tin can without a label, looks like someone ripped it off. You find an imprint at the bottom that says, "Scandinavian salmon". Wow, that's a check pot.

Restoration: 75HP

Oceania

You stand at Mildura, a city north from Melbourne. There a people walking on the street and you see

- a street going straight into the desert
- a homeless man sitting under an umbrella

Look command:

All you can see is the desert at one and Mildura on the other side. Pretty empty here.

Street

Description: A street that goes straight into the desert. You can see the heat waves coming from the hot asphalt and there is no end in sight.

You walk on the street and see how Mildura gets smaller in the distance. The heat gets stronger with each step and your eyes start drying out. You cannot continue like this and walk back to Mildura. But the heat leaves marks behind (-15 HP).

Homeless man

Description: A old homeless man sitting under an umbrella to escape the heat. His pants and shirt as hole all over it and are soaked in sweat. Looks like he is sleeping.

You walk up to the man. His eyes are closed, and he does not move an inch even when you stand right in front of him. Is he sleeping? What do you want to do?

1 Let him sleep and go back to your observation position **2** Try to wake him up

2 You talk with a loud voice to him, but he does not react to it. You pack him by the shoulder to rattle him up. His body tilts to the side and remains lying on the dusty desert ground. It looks as if he has died from dehydration and the heat. Poor soul. You stand there a moment in silence dedicated to him and then walk back to your observation point.

Asia

You stand in the middle of Beijing on a street full of life. You see

- a street food vendor
- a man leaning to a streetlight
- a woman arguing with a man

Look command:

You can see a man with a black hood behind a food stall. It looks like he is trying to observe you.

Street food vendor

Description: A tiny man behind a small food stall on wheels. The food smells good but the more you look at the food itself the more gross is seems. You decide to not try the food for the sake of the mission.

You walk up to the vendor. He looks and smiles at you. You ask him “I’m looking for someone, maybe you have seen or heard of him?” The man looks confused, maybe he does not understand you. What do you want to do?

1 Go back to the street, this isn’t worth your time **2** Say “You know “El Chapo”

2 It looks like now he knows what you want. He nods with his head, pulls a cell phone out of his pocket, and starts tapping wildly on it. Then he says “Africa, Africa” with a strong Chinese accent. You fund some useful information and walk back to the street.

Man, at the streetlight

Description: The man leans toward the streetlight, but he clearly cannot get a stable grip to it. He is seesawing left and right and mumbles something in Chinese. You are sure that he is drunk as a lord, it is the best to not bother him.

Woman and Man

Description: A woman with a long dress and a black purse is arguing wildly with man in a suit. They are fighting over something and people around them look confused at the scene. It is the best not to get involved with them.

Africa

You are standing in a small village somewhere in the African Savanna. You see

- a small cabin with an old man sitting in front of it
- a big house in the distance
- some kids playing around

Look command

The village is made of a handful of poorly build cabins. Pigs and sheep are running around and beside the playing kids the village looks empty.

Old man cabin

Description: In front of a small stone cabin sits an old man besides a fireplace. His slim body is only covered by some cloth shreds and he seems to enjoy the peaceful crackling of the fire.

You walk up to the man; he looks at you and begins to smile. His smile reveals some tooth but there are not many left. You ask him about El Chapo, but he points with his fingers at his ears and shakes his head. You combine this that he wants to tell you that he is deaf. This conversation will not bring you far. You wave and smile at him and go back to the center of the village.

Kids playing

Description: A small group of kids playing something like catch with each other. You smile and wave at them and they wave back. You decide to let the kids be kids.

House in the distance

Description: You see a house in the distance, not that far from the village you are in. It is looks modern and well build. This is so out of place, that it is suspicious. Maybe you should check it out.

You follow a small road to the house. The road seems to be used frequently by cars. You continue walking covered by the high grass of the savanna towards the house. You see a big man guarding a door behind him. He looks intimidating and not easy to handle, maybe you should not fight him. Suddenly he gets a call. You hear how he gets yelled on the phone and then starts running behind the house. This is your chance to enter the house. You open the door and before you stand a short Hispanic man. You know it an instant that you found Joaquín 'El Chapo' Guzmán. He draws a small revolver and opens the fire at you? What will you do?

(A) Attack

(L) Look

Joaquín 'El Chapo' Guzmán

Description: Joaquín 'El Chapo' Guzmán is a small man, a bit whiter skin then the average Hispanic man and a cold stare. He looks not very intimidating, but you know how dangerous he is.

HP: 125

Small Revolver

Description: a revolver from Smith & Wesson Model 36. It's small enough to wear it hidden under any jacket.

Attack: 15

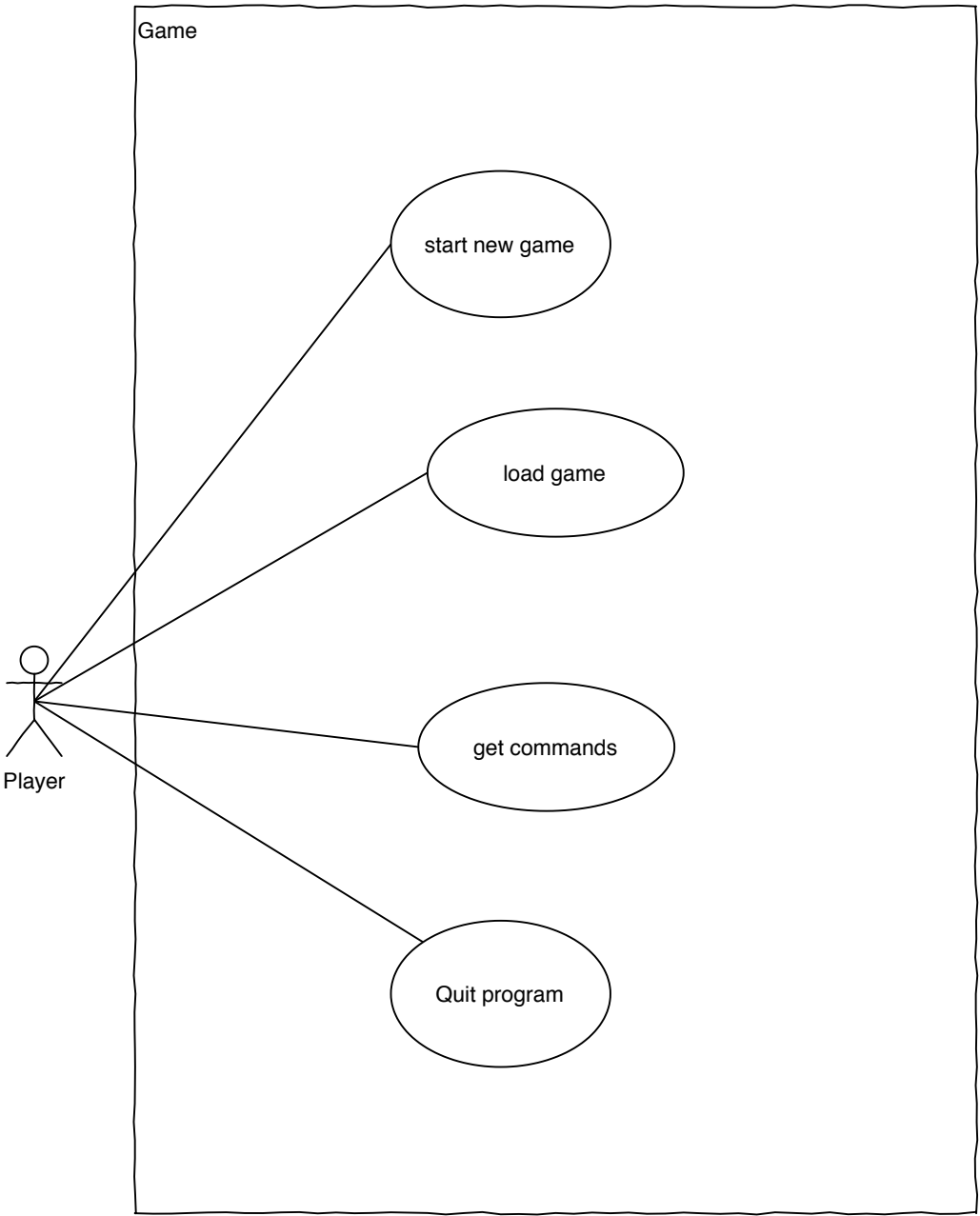
El Chapo's body sinks to the ground lifeless. You hear people shouting from every direction inside and outside of the house. You start to run out of the door into the wild savanna. Bullets flying by left and right, but you made it. You successfully completed your mission.

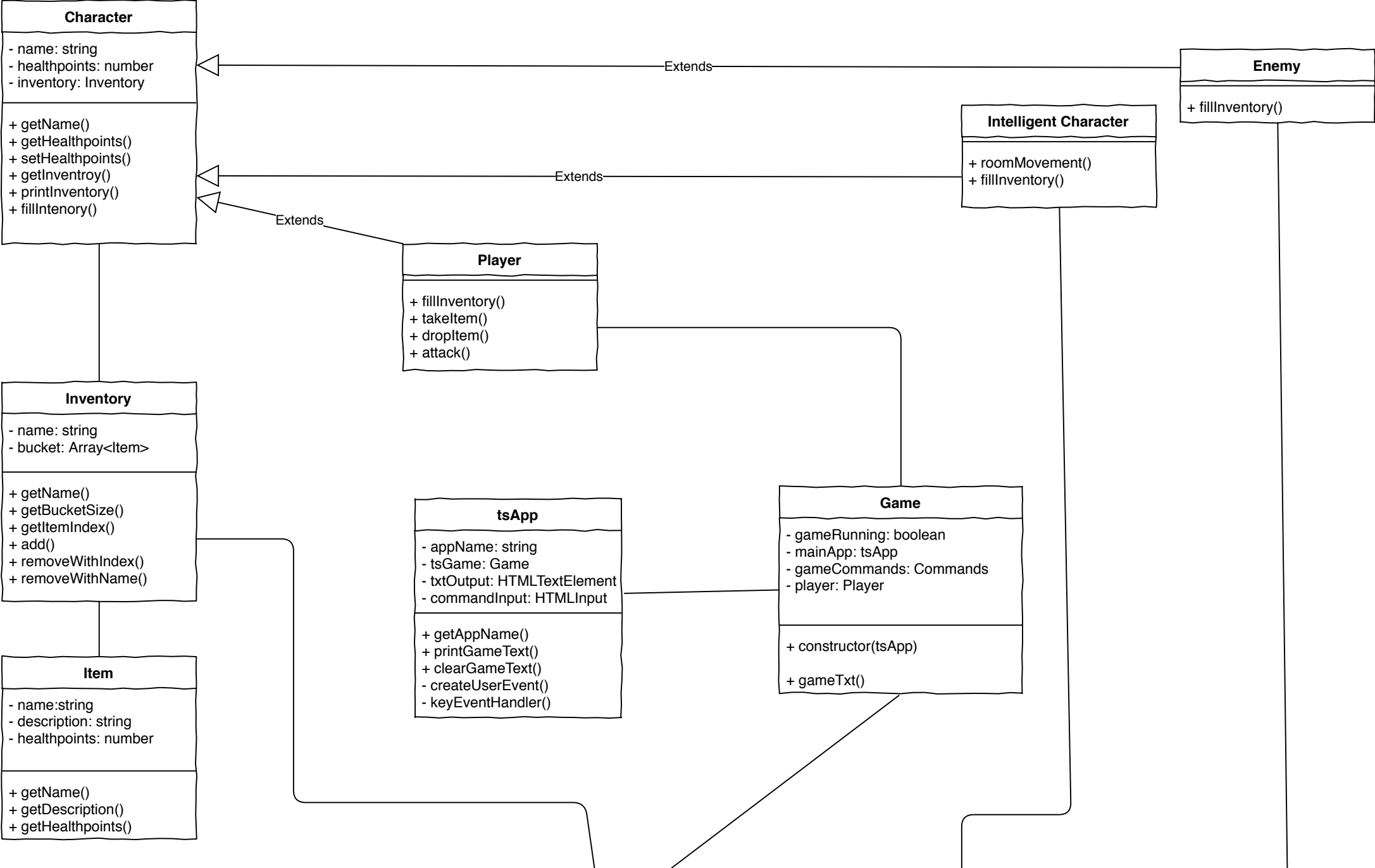
Game Ends

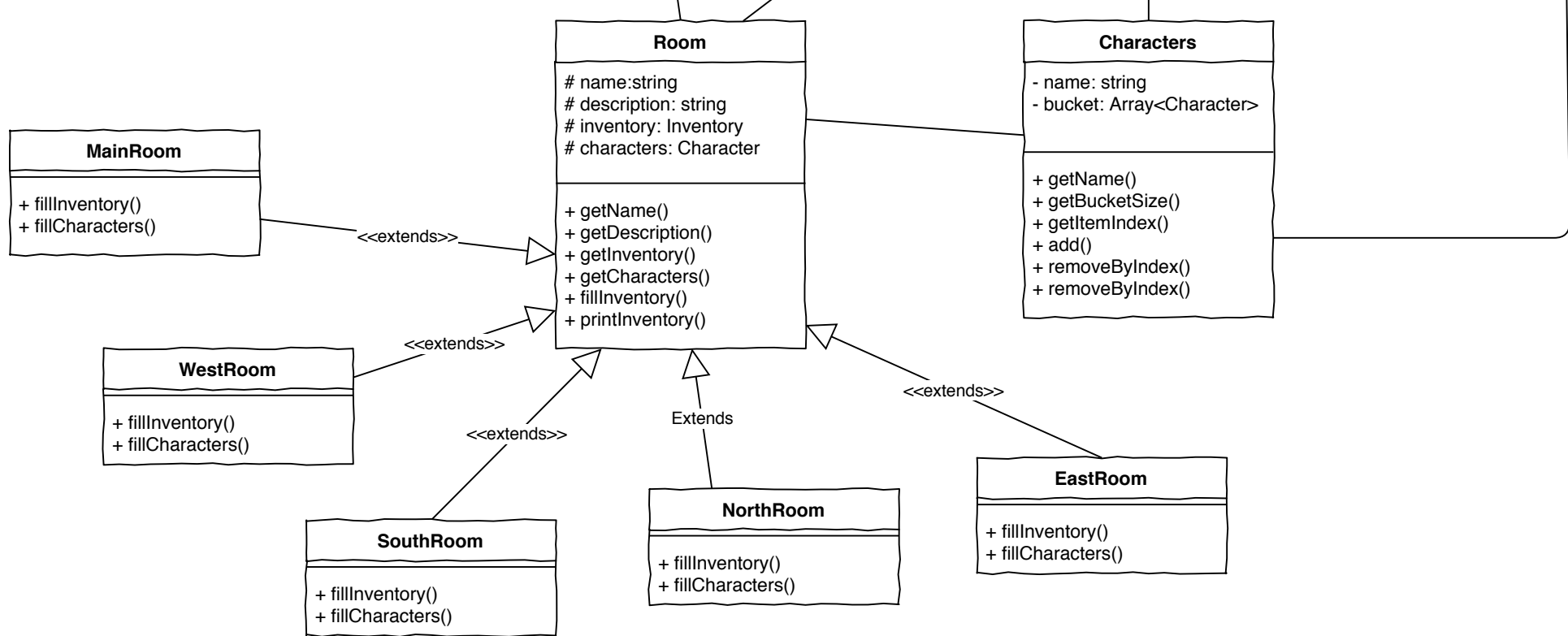
Extension

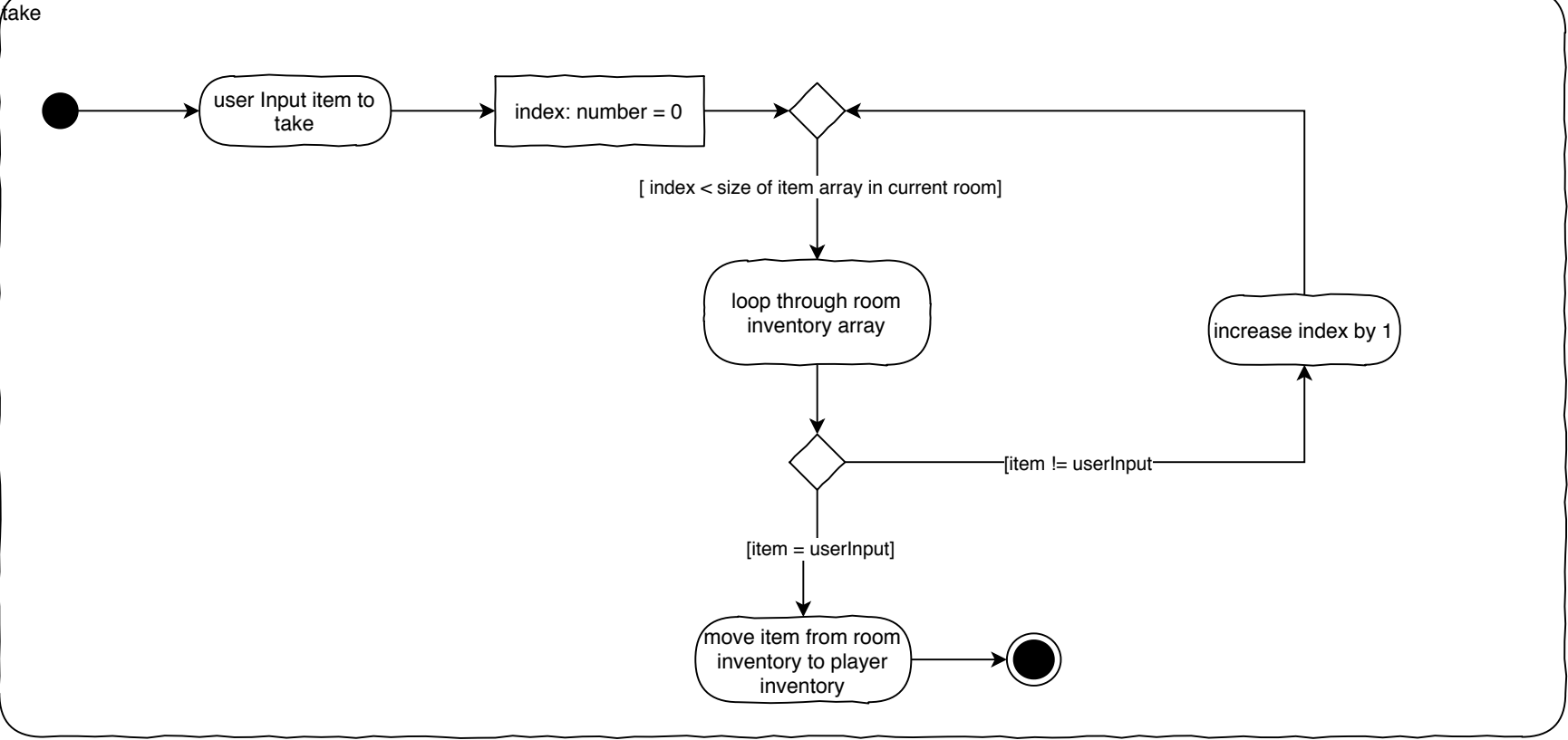
Other rooms, characters and items can be easily added. New rooms just need to be declared and added to the room array. Characters just must be a child class of the Character class and need to implement the Inventory class.

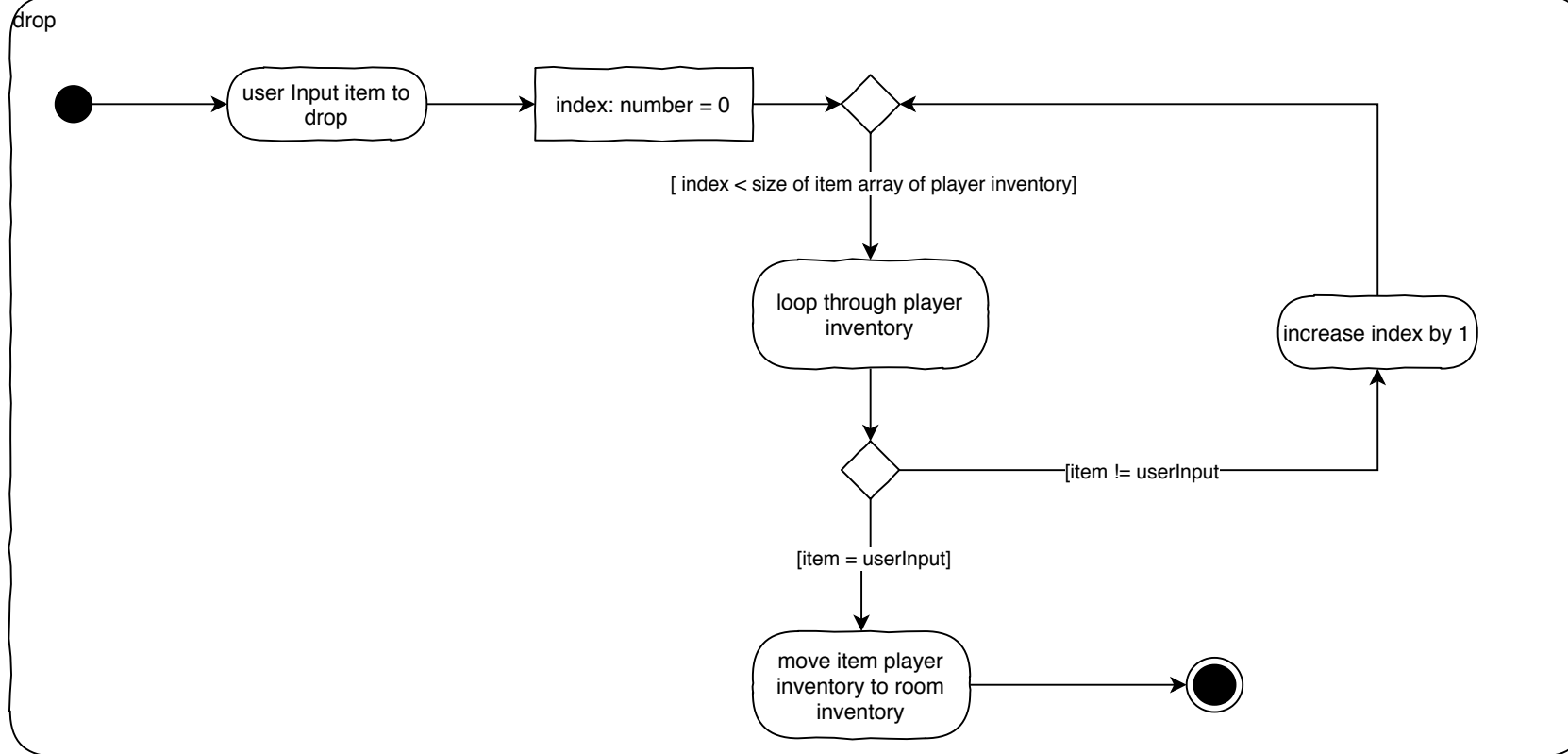
Save and load could be made possible via json-files and a loader. The easiest way would be with node.js integration.



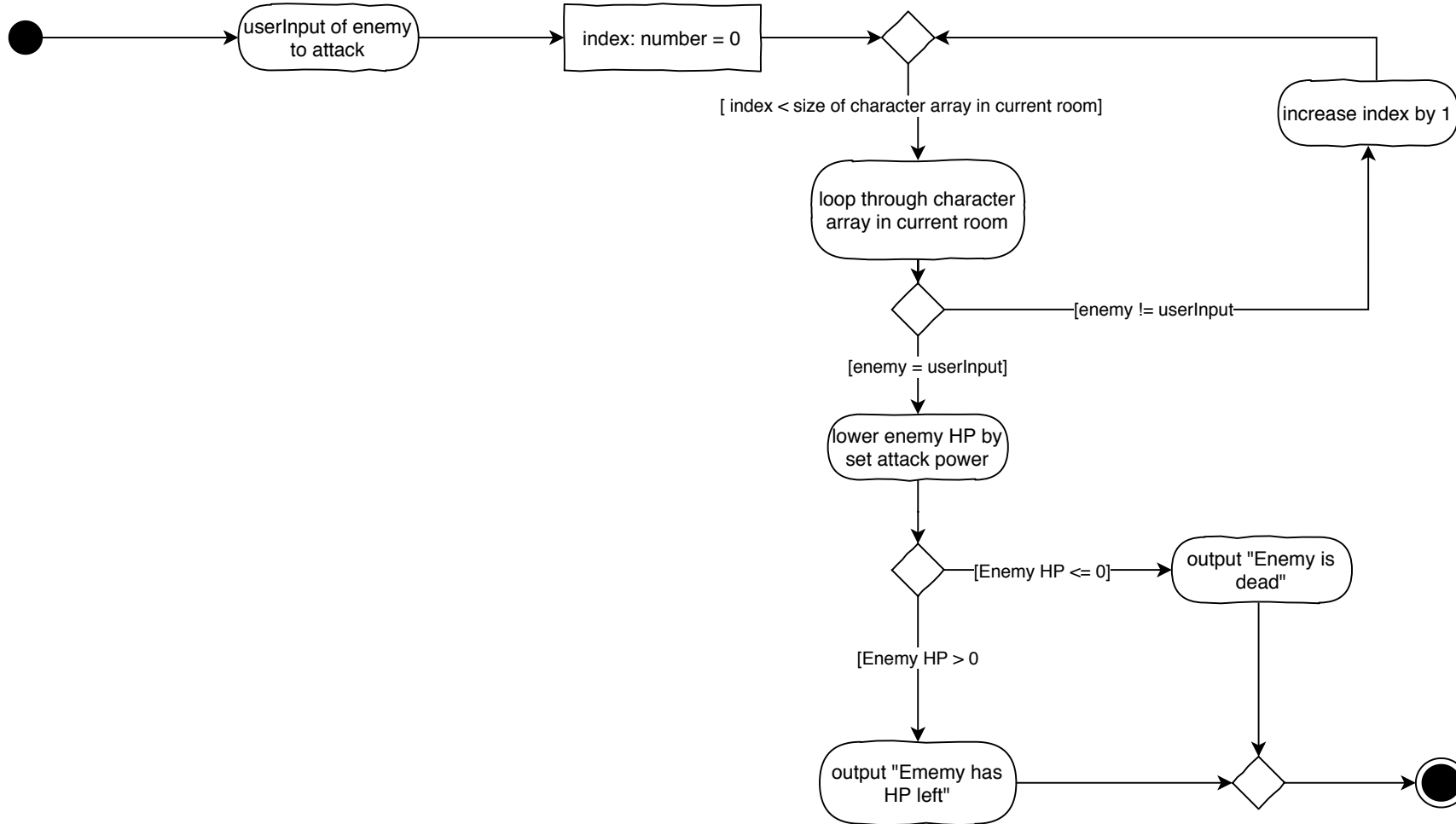


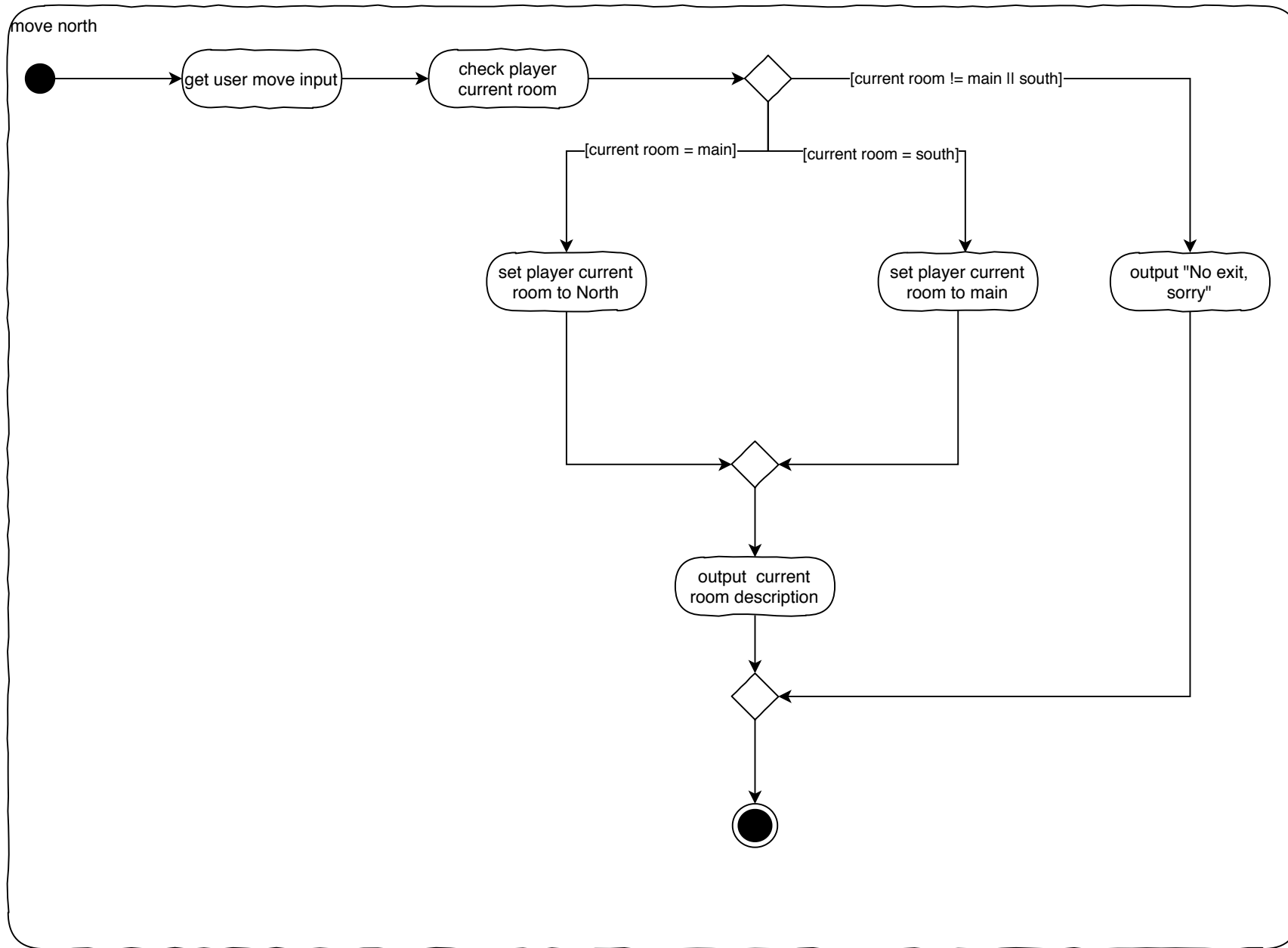






attack





Same logic goes for all
movements

