Darrel Jay Stagen

5/13/20

Prog 101 SP20

Final Game Milestone 5

Unnamed

The premise of this game is to Find out what your name is. You will go through a series of quests and claim titles which you add onto your current name. The world is a fantasy one. You will start by awakening with amnesia and a note. The note will simply state to find your own name. You then begin by seeing a town and choosing to go towards the town or the forest.

Forest – You see nothing and are only give the option to go back to town.

Town – You can go to the Inn, forest, guild, or shop.

Guild – The guild master meets with you and informs you of a passage in the forest. (If you go back to the forest you have a new path.)

Inn – Informs you that the guild master would like to meet anyone new to town and hands you some starter money.

Shop – Able to purchase sword for starter money and gives you a key to the unknown.

Forest (without key and sword) – You find an unexpected monster and die.

Forest (with key and sword) – You find the unexpected monster and drive it away you’re your sword. The monster drops a key.

You find a chest and get a key and decide on what you should do next. You can go back to the locked room and unlock it now. You learn that you are prone to amnesia and this is where you live.

