

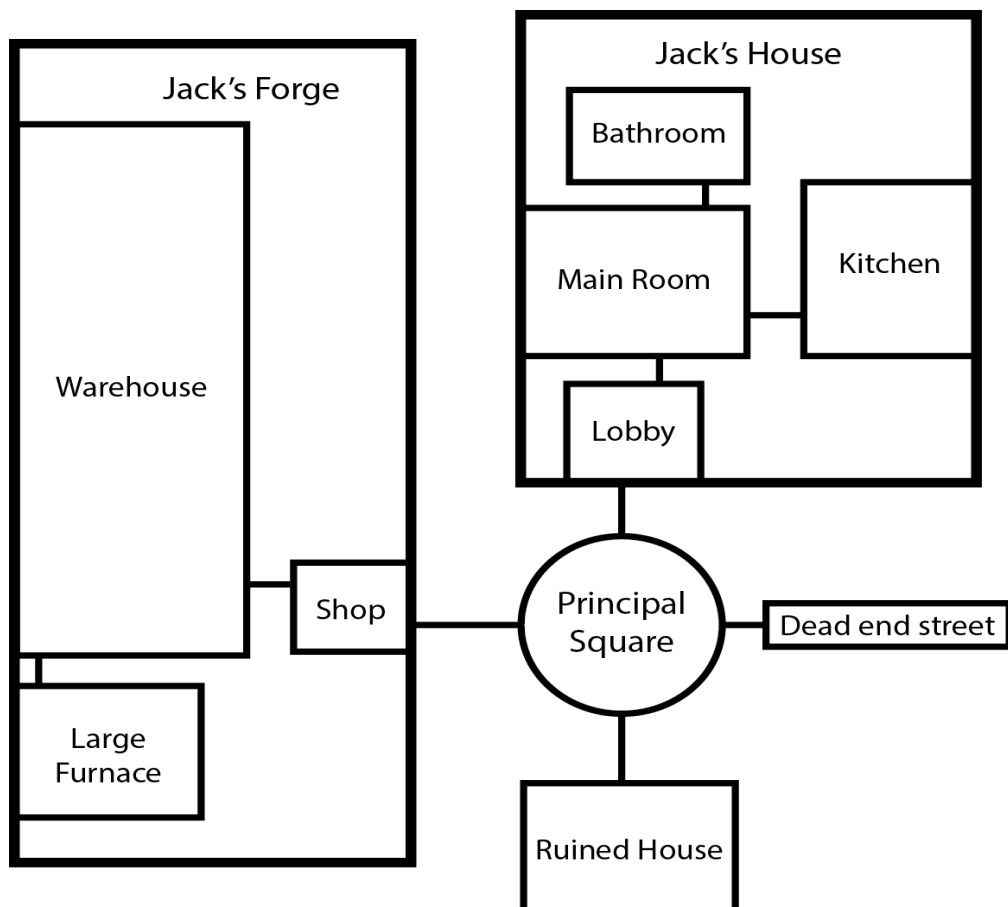
My Zork:

Background:

The game is historically placed in 492.d.c and has certain aspects of fantasy, as the appearance of magical affairs. The main character is a knight who has lost in a district of thieves chasing a boy from the city who stole his sword. The knight is from a far village called Gandar and the city where is actually lost is called Bloody Sword. The knight will have to find the young thief and get his sword back. Only then will be able to return to his village.

Game Map:

The main room is the center of a big square where is placed the knight initially. In the south of the square there's a poor house practically ruined. In the north there's a rich house similar to a palace and probably the biggest house of the city. At the east of the square there's a dead end street full of rubbish. And finally at the west of the square there's a little blacksmith.



Scenes:

- 1.Principal Square: -> Square where the knight starts his adventure and center of the map.
- 2.Ruined House: -> Old house in a very bad state but there's a poor family still living there. The house have only one room.
- 3.Jack's House-> Enormous rich house with four rooms, it looks like a palace and is strange because is placed in a poor district.
 - 3.1.Lobby-> Little and luxury room for recieve guests. Full of family portraits.
 - 3.2.Main Room-> Biggest room of the house filled with belic objects with an incalculable valor. Like bright golden swords.kichen
 - 3.3.Kichen -> Big kichen fully of slaves working hard for the owners. Isn't so clean for be a kitchen probably the owners don't enter. They must be very busy.
 - 3.4.Bathroom ->The most clean room of the house probably because there's only a hole , a mirror and a pair of vases.
- 4.Dead end street -> Rocky and irregular street that finish in the city wall. People uses it to throw his rubbish so the odor is insoportable.
- 5.Jack's Forge -> It looks lika a little shop from outside but if you enter you will se the biggest underground shop that you have ever seen.
 - 5.1.Shop -> Little room full of iron tools and with a showcase of weapons behind the counter. Between the tools there's a small door that probalby takes you to the warehouse.
 - 5.2.Warehouse ->Amazingly big and dirty room full of metal pieces. In one corner there's a big door practically invisible for the dirt.
 - 5.3.Large furnace -> Excessively large furnace that can melt the most resistant metals. It not seems to have been used for melt metals.

NPCs:

Jack the Blacksmith: Owner of the best forge in the region. Recognized for their works and for being a friend of the king. He is a big and strong man with more than forty years. He is the owner of a little palace next to his shop.

Carl the young thief: Only child of Jack that works stealing value objects for his father.

Marcus the oldest: Oldest man known in the country and he lives in the street trying to survive eating the rubbish that other people throws. He knows everything about Bloody Sword.

Mrs. Daisy: Wife of Jack. He spends all the day playing with the slaves inside the house waiting for his husband.

Soldier: One of the best soldiers of the country that defends the Jack's little palace following orders from the king. He is always at the lobby.

Objects:

-Oil Light: An old but useful oil light.

-Golden Dagger: A little gold dagger that gets the attention of any person that knows about metals.

-Furnace Key: A big and strange key which seems to have been used rarely.

-Marcus Notes: Old and poorly maintained notes. Stained by humidity and illegible in certain parts.

-Raw food: Food with a quite advanced state of rot. You will be healthier if you don't eat it.

-Wine: An alcoholic drink made from fermented grape juice. This drink is able to persuade anyone.

-Knight's Sword: A huge iron sword full of drawings and with a dragon on the handle.

-Bloody Sword: A magic red sword. It emits a strange energy that provides a supernatural force at the knight that uses it.

Special Feature:

If the player choose correctly will replace Jack's charater. Getting his palace, his shop, his wife, and a magic bloody sword.

For do it the player will have to close Jack and his son inside the large furnace and burn them.

Win\Lose conditions:

Lose: For loose the game you have to be killed by Jack or arrested by the soilder.

Win: For win you have to find Carl and get your sword back.