- **narrative setting of your link-based world**
  - In the game, the player acts as a passionate WoW player. The player wakes up on the first day of the new patch, and is eager to conquer the latest dungeon with his friends. To do so, the player needs to call his team members, and can practice rotation or go buy drinks etc.
- **a description of your location-specific mechanism**
  - In the "call team member" section, the player can chat with his team members with different responses/ emojis.
- **a description of your lock-and-key puzzle**
  - The player has to gather all his team members in order to do the dungeon, in which the "gathering" part is the key. Without the key the player cannot enter the dungeon.