

'Lost in Code'

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The goal is to make a text-based story line driven RPG / Adventure with quiz like elements. Since it is text-based, it may contain little to no graphical elements and will depend solely on the command-line as its interface.

1 Basic Script

While unconscious, the protagonist has been abducted by the National Security Agency to unwillingly be used in a highly confidential governmental intelligence experiment. Unknowingly, he has been attached to a machine, which simulates a virtual world devoid of most all things known to man. When he regains consciousness, he is completely oblivious as to how and why he has ended up in this bizarre world of nothingness. He begins to see glimpses of what seems to be computer code lining the seemingly formless walls, which surround him. Left with no explanation of his current fate, he looks to the code ridden walls for answers...

2 Basic Gameplay Elements

1. Virtual world concept.
2. The protagonist is looking for a way to get out this world. Traveling throughout the world and coming across certain puzzles (and successfully solving them) contributes to that goal.
3. Ability to pick certain side quests to gain gold which can be consequently used to buy certain items that can be used to simplify problem

solving, slow down the rate at which player parameters drop as well as restore those said parameters. (aka 'potions' in a typical fantasy based RPG game)

4. After solving a number of puzzles, the player comes across enemies (aka 'functions'). Ideally they should be un-skippable unless the player is in possession of a certain item. To kill them, player has to crack their code. Every time the player kills one of those characters their code mutates. Incorrectly cracked enemy drains player's health. (*look below*)
5. In general, every incorrectly answered question should drain player's Stamina. Stamina 'potions' can be found randomly throughout the world. Similarly, every correctly answered question should add to player's Intelligence parameter. Ideally, Intelligence parameter should affect the complexity of puzzles, whereas Stamina should affect the likelihood of finding certain useful items in the world.
6. Ability to talk to certain characters and receive certain assistance from them.
7. Player-related parameters.
 - Stamina - every incorrectly answered question will decrease stamina.
 - Intelligence - every correctly answered question will increase stamina.
 - Health - rather self explanatory.