.TombOfTetelo

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EventEntities: Condition

dungeon1 roomCount % chance entering room random sout: “scuffle”, “shadows”, “gives me the creeps”, etc.

dungeon2 4% chance entering room Bats fly by, 2nd time: “stepped in something... ahh, bat guano.

dungeon3 3% chance entering room “Something glinting in the ground”, currentRoom.add(Coin)

dungeon4 2 inblind points Spear Trap!

room1 eventEntity(room15) happened Check to see if player brought illegals, trigger alternate ending

else, display Secrets found, Treasure found, and amount.

room 9 inventory().contains(Rope) descend into “not”-treasure room

room 9, 10, 20 ‘search’, and ‘take rock’ 10% chance of Milipede bite (once)

room 20/21 ‘open Tequila’, ‘use salt’, ‘use lemon’ loosens grate, making 20 connect to 1, and Gabriel finds Belt.

room14 door opened swing on vine, kick/“teleport” zombie to !roomParser.previous

room16 inventory().contains(Rope) tie to rings, while zombies are inanimate, trap to auto-flee

room15 player has tried lifting with both bars Wolfgang’s sacrifice, “reskin” dungeon map, respawn zombies

room18 door opened Gabriel meets Wolfgang and receives the Dagger in the fight.

room 23 player doesn’t immediately leave Constrictor snake attack (once)

room 23 player takes any illegal Item 50/50 roomItems.add(Ruby/Saphire

Combat System:

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Roshambo inspired playerChoice vs. CPUrandom switch(aggressionLVL)

playerAttack zombieAttack

defeats ties with defeated by

- (A)cute attack (B)rutal (-/C)ounter- (C)autious attack

- (B)rutal attack (C/-)autious, (X)Block (-/C)ounter (A)cute Extra damage

- (C)autious attk. (A)cute - (B)rutal

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- (C)ounterattack (C/-)autious (A)cute, (B)rutal Follows Block or Evade

(if (playerAttack(“C”).equals(“(C)ounter”) {zombieAttack(“C”) = “(C)autious”;}

- (X)Block ((A) & (C/-)autious) Evade (B)rutal, (-/C)ounter

Gabriel only:

- (Z)Evade ((B) & (C/C)) Block (A)cute

- (F)lee (B), (C/-), (X) - (A)cute, (-/C)ounter Auto-succeeds after Evade

else {izer%2==0}

Every round player has two options to chose from (if (combatChoice1 != CombatChoice2)

Gabriel’s deck (switch (25)) Zombie deck (switch(15)) {setCombatChoice2, and sout}

Acute 1, 2, 3, 4, 5 12,13, 14

Brutal 6, 7, 8 3, 4, 5, 6, 7

(C/C) 9, 10, 11, 12 8, 9, 10, 11

Flee default -

Evade 13, 14, 15 -

Block 16, 17 0, 1, 2 //i.e. after obtaining [Talisman]

- aggroBonus //zombieStrangulation is less likely

playerHealth: 33

Damage

- Fall damage (‘search’ in dark room) -1

- (C)oordinated zombie attack bonus pr. zombie -2

- Zombie claw -2, -3 (-3 Brutal)

while (zombieStrangulation) {if (userIn.equals(“wrestle”, “struggle”)

if (izer%2 == 0) {clearZombieStrangulation;

}else if (userIn.equals(“use [Talisman]”)

{clearZombieStrangulation;}

- Snake/Zombie strangle (C)ounter attack initiates loop strangleDMG 3, strangleDMG++ pr. rou

if (strangleDMG - currentHealth <= 0) recalculation: playerHealth -= strangleDMG / (double)7

{player.dead();} (!isZombieStrangulation)

- Milipede poison -roomCount/5 poisonDMG pr. turn

if (currentRoom.getName.equals(“Room9”, “Room10”, “Room20”

- Zombie bite -4, -5 (-6 Brutal)

- Spear Trap (placing wrong slabs in both 13 and 17) -3 or -9 (izer%2 == 0)

User output

-------------- venomDMG

(if (currentHealth <= venomDMG+5) {...}

Gabriel: recalculation: playerHealth -= venomDMG / 3

33-31 TEAL Unscathed (!isEnvenomed) -

30-27 GREEN Scratched Envenomed

26-22 ACID Wounded (setMaxHealth = 28) Venom Pain

21-16 YELLOW Injured Venom Nausea

15-10 ORANGE Crippled (Heal / 2) Venom Numbness

9-5 RED Bleeding (unhealable) Venom Spasms

4-1 D.RED Fatally Injured (unhealable) (sout ”Loss of consciousness, death...”)

Monsters: (sout “the zombie seems ” + healthState)

22-25 B. GREY unusually muscular The lone zombie in room 8 is a bit special...

21-16 WHITE Unscathed - 25 Health, as opposed to 19-21

15-10 PINK Injured - -1 damage from everything but SJ Dagger

9-5 PURPLE Crippled - if (izer%2==0) {aggressionLVL +=

{izer(6+1) \*-1}else{izer(6+1)}

4-1 Critically Injured making him more likely to block & strangle

InitItems [Item]s: (selection screen after intro about People’s Republic of Benin. “What did Gabriel bring?”

SECRET ITEM = SIN Can ‘drop’ in the room with the firepit for God Mode.

Choose 3 [Item]:

- Rope (FOR ADVENTURE GAME, DUH!!!,

Can be used against room17 zombies, or to descend to the storage in room9, or both, why not.)

- Gabriel’s Research Notes(as above, used for decryption of scroll, must be in room13, torch room)

- Tequila Travel Box Set (represents the absolute hatstand on toast moon logic, Sierra was known for.)

but there’s logic, lemon juice, and salt. And a rusted grate somewhere.

- Weisswurst (cold (from Germany), gives a measely + 2 Health, if Health < =28.

- Wölpertinger’s Tail Charm, (passive) randomly teleports to a lower number room when attacked. Maybe.

- Feather pendant (red jasper, beautifully carved into the appearance of a feather,

continue option for part1 or part2.

Bad Choices

- Compass (currently “pre-equipped”/unnescessary in game scope)

- Hammer (like Ceremonial Club, but worse)

- Keys (for the shop in New Orleans, motorcycle, unused gym locker, etc., useless)

- Local area map (useless, Gabriel is pretending to be Prof. Hartridge )

- Local currency (useless) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

- Moesby’s police badge & wallet (useless) Room 9 basement (room23) event

- Ritual body paint (useless) if (!playerAction = climbUp())

- Voodoo Cult Member Bracelet (useless) dramaChime.wav

- Police Radio Signaling Device (occupant, useless) snake.strangleDMG(); //as above

- RADA Drum Code Book (occupant, useless)

Useless [Item]s in RoomInv<>

room 9 basement(room23) “the “Not”-treasure chamber” (accessed only via Rope)

Sèke Madoulè useless, occupant, illegal

Ceremonial Gourd useless

Snake Totemic Mask useless, illegal, occupant when player is already wearing one

Wolf Totemic Mask mostly useless, illegal, occupant when player is already wearing one

Totemic Costume

Tribal Gown

Jar of Bloodpaint useless, occupant (can’t climb back out with it)

(Teardrop Ruby/Saphire) (useless valuable, found when searching after removing illegal item)

Hypnotic Powder used with Wolf Mask, Gabriel believes, he’s summonned a wolf Loa

Then it cancels the damage of 1 attack, at random.

“Statue”, “figure”, zombie (‘touch’ || ‘take’, “Ughh... no. I’m not gunna touch that!”)

Animal bones in room8 (“At least, you THINK, these are animal bones”, useless)

???? (in room 4, can’t ‘take’, no function)

Rock occupant, (1 in room 5, 9 & 21, 1 each time room is entered in room 10 & 20)

Ceremonial Club in room6, devotee shrine

Iron Bar (x2) in room 15 inventory, to open Altar, occupant

Tetelo’s remains “Ughh... no. I’m not gunna touch that!”

Coded Scroll in caretacker’s room11

SnekRod room 11, needed to ‘take’ slab from wall, e.g. room13, key for room12

SkllSlab In room16, for room12 inventory, occupant, illegal

(SnekNSkllSlab2) In it’s place, room13, occupant, illegal

SnekNSkllSlab1 in room18, occupant, illegal

Empty Torch in room 7

SJ Dagger room18 Event

SJ Talisman room15 Event