Torric’s Quest

Basics

Text based

Decisions number based (give options that correspond to different numbers)

Main plot/story abstract

Goblins\orcs

Creatures stole holy symbol from a church (like a pendant or something)

High Decorn from church to reclaim the holy symbol (main protagonist)

Orcs (Gregorath) stole symbol to use for an invasion of the kingdom (unknown to protagonist initially)

Different encounters with different beasts of beastly varieties

Features

Captured scenarios or riddle scenarios?

No items

Leveling up

Fighting

Geographic obstacles (require specific stats maybe)

Save game potential (write information to a text file)

Loading the game have the player input the path to the desired text file.

Two class choices

Magic based cleric

Fighting based paladin

Stats?

Places within the game.

5 total caves

3 clearings

3 bridges

3 goblin camps

One of the goblin camps is found already cleared only for the character to discover a different

creature had come through unrelated and killed them all. Results in a fight with that

creature. (it is a dangerous world with more than just goblins to worry about.)

Ending of the Game

Ends with a fight against Goblin Chief (not Gregorath)

Symbol is recovered

Larger uprising is discovered. (stage for a potential sequel)

Combat

Needs to be interesting so that the player actually feels involved in the combat rather than just hitting basic attack and either the opponent takes more damage or he takes more damage. The mage class needs to have meaningfully different spells. Not just this spell is the exact same as the previous spell but does more damage because it is later in the game.

Ideas

Maybe have different types of attacks such as defensive attack or aggressive attack or

precise attack. The defensive attack could grant a defense bonus that is

increased if the opponent chose aggressive attack. The aggressive attack grants

an attack bonus but also results in a defensive reduction that is increased if the

opponent chose a precise attack. The precise attack could offer a bonus to hit

with no natural bonus to attack or defense (unless the opponent chose

aggressive attack in which a slight amount of bonus damage could be dealt.)

For interesting spells maybe have spells that inflict status effects

Storyline

Beginning

Given instructions to chase goblins into the woods

Follows a foot path or wanders through the woods.

Comes to a bridge guarded by a single goblin

Opportunity for a tutorial on fighting (give a prompt so that they can avoid the tutorial

if they have already gone through the tutorial or are lazy)

Save game

Would need all of the characters stats

Would need a marker to check progress through game

The player needs to specify the path to the desired save file

Load game

Take the text file and pull in the characters stats and marker checking progress through game

The player needs to specify the path to the desired save file