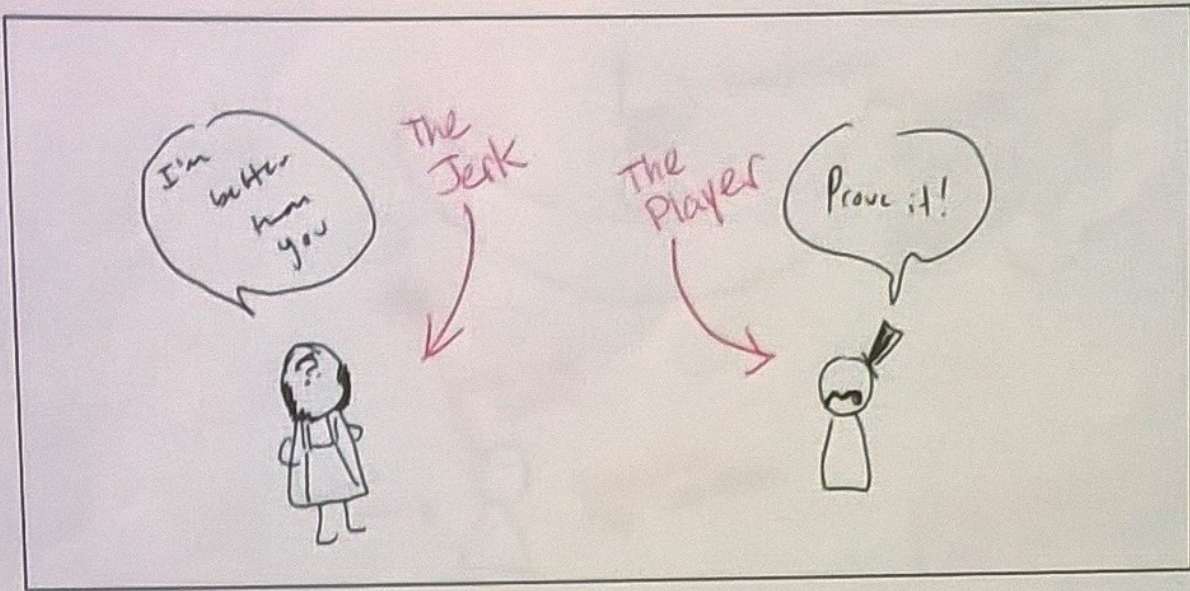
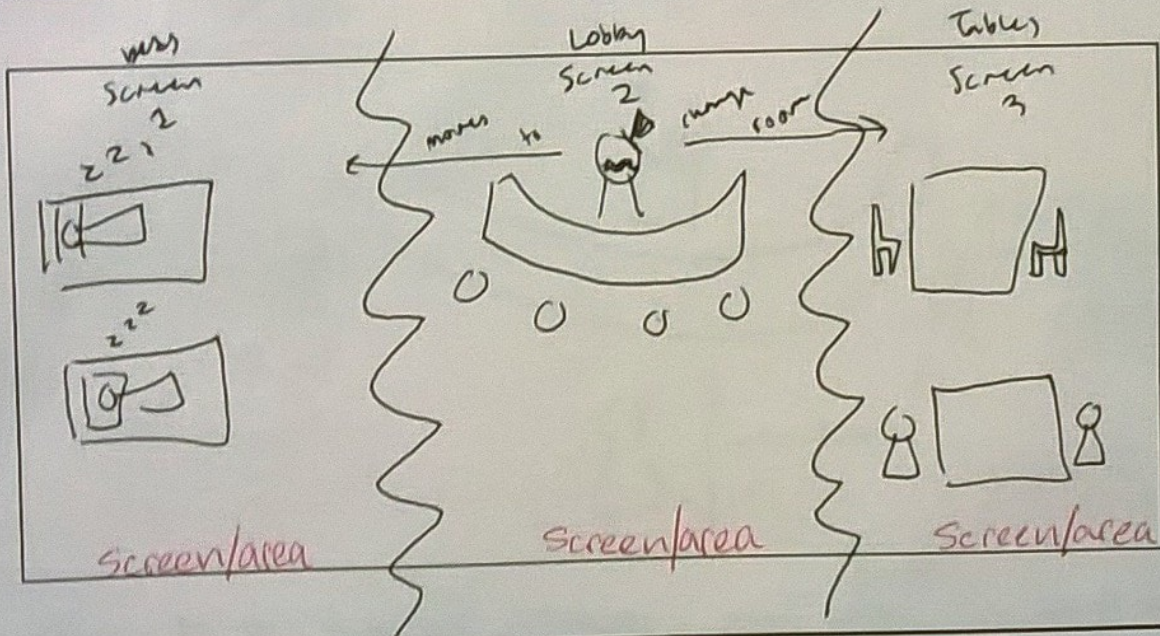


Name: Gregory Yves-Favrot
Date: 2/22/17

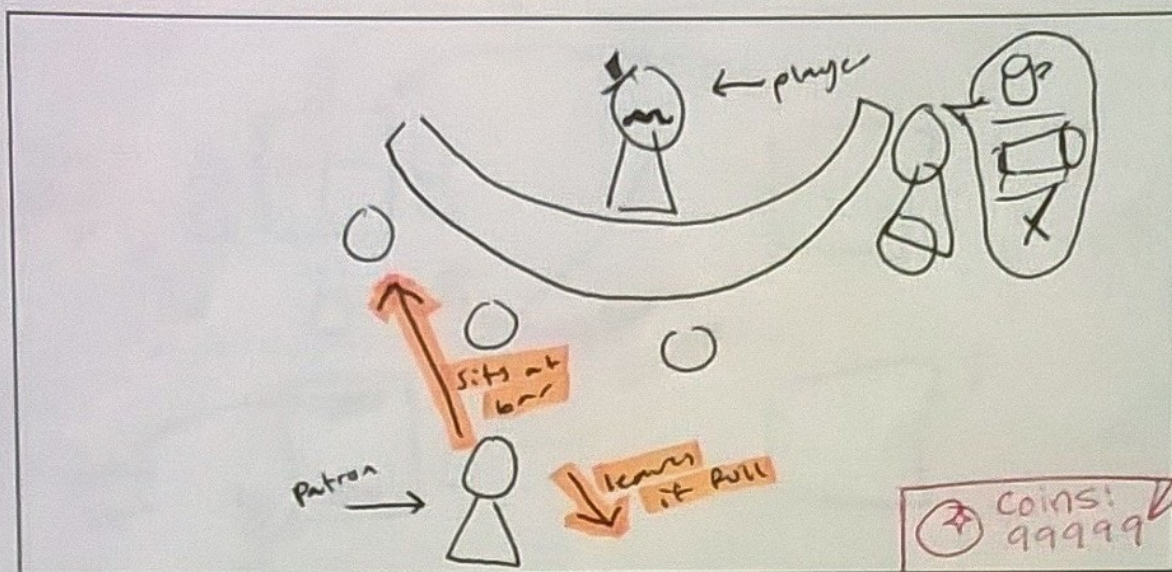
Page: 1 of 6



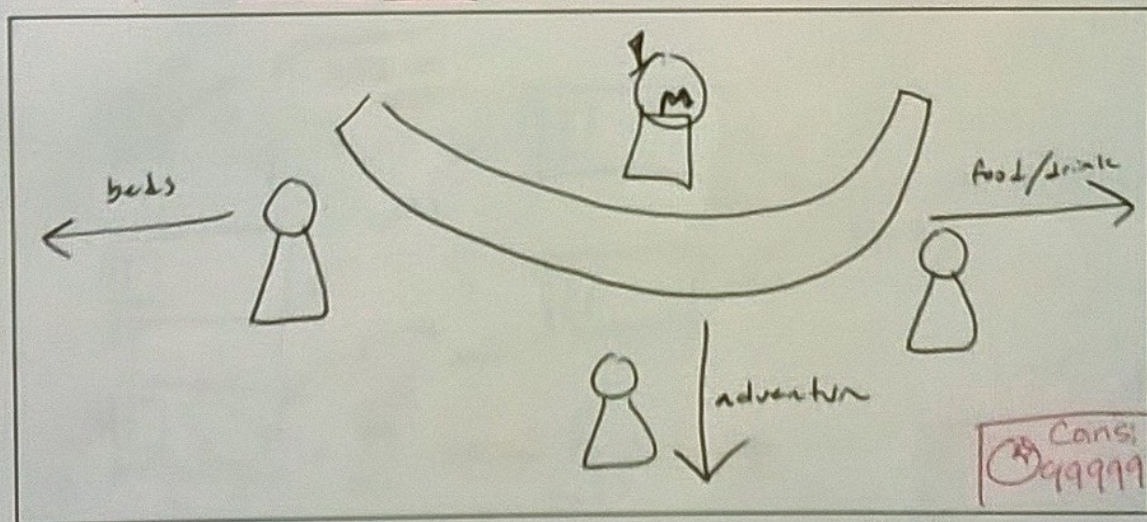
The goal of the game is to win a bet with a
rival innkeeper about who can make the most money
in a set amount of days. For



To accomplish their goal, players must manage where
they are and what is available for patrons to use
in order to They can switch screens / change areas
to manage the availability of resources in the
rooms.



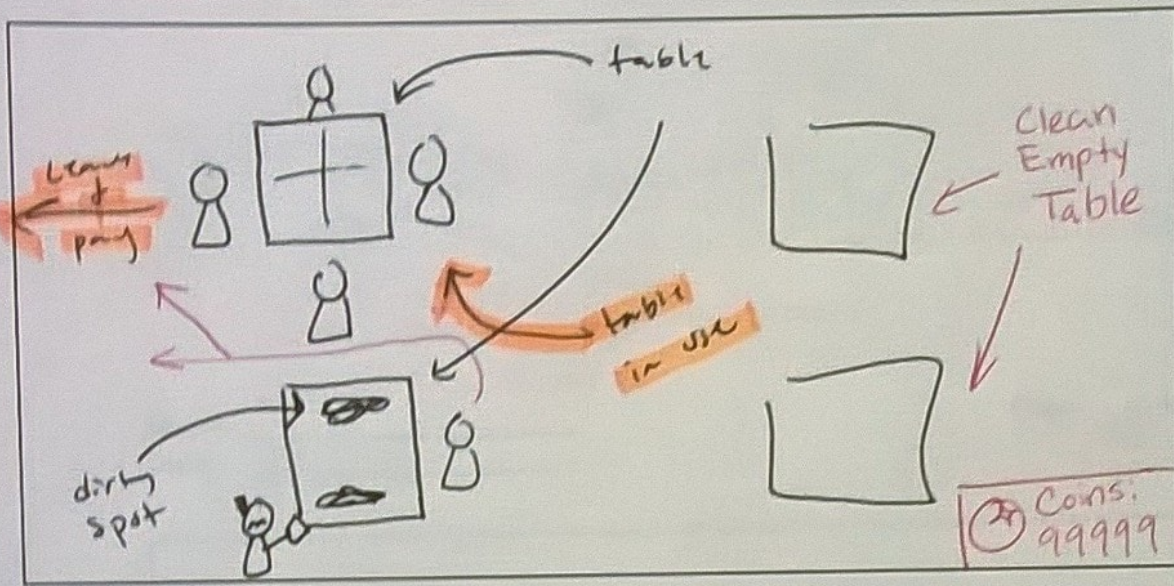
Patrons will enter the bar and wait to be greeted. They will request either to drink, sleep, or a quest. If they wait too long they will leave. Player must be here to greet patrons.



After being greeted players send ^{patrons} ~~them~~ to ~~their~~ ~~the~~ rooms based on their desire. Players can only be in one area at a time.

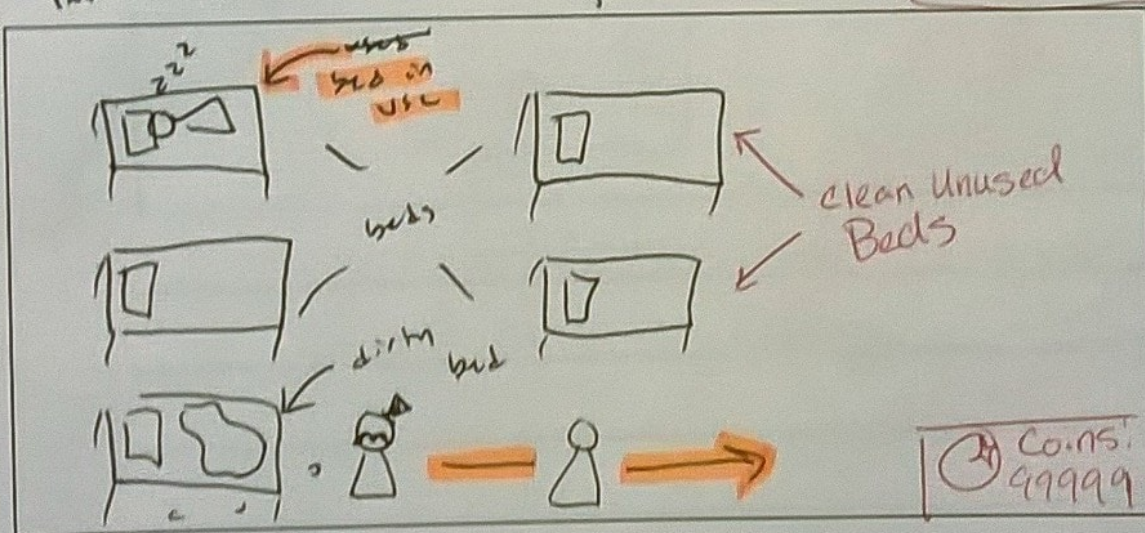
Name: Gregory Voes-Faurrot
Date: 2/22/17

Page: 3 of 6



In the dining area patrons will drink for a short time then leave. The player must clean dirty spots

after a patron leaves. ~~players collect tips while doing this~~
Patrons want sit at a spot that's dirty. Patrons pay when they leave auto collected



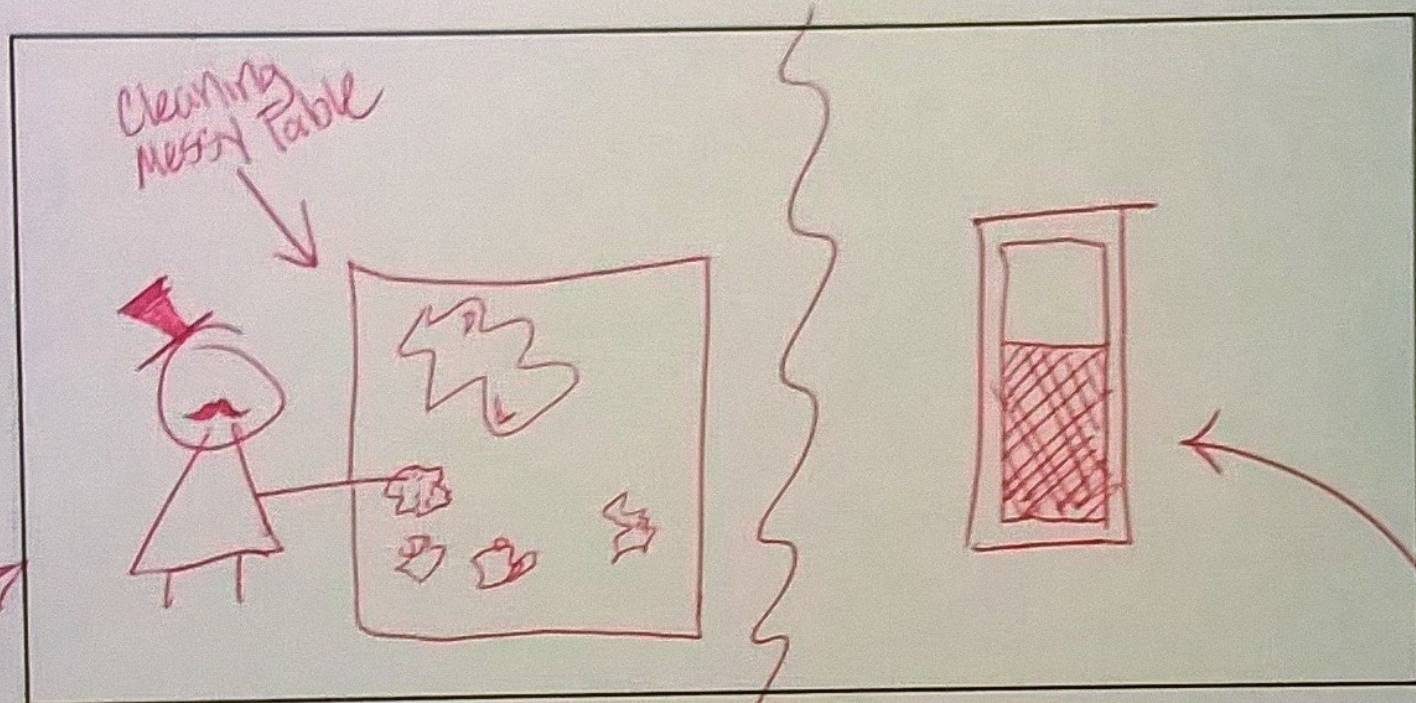
In the bedroom patrons will sleep. But beds will be soiled after use and must be cleaned by the player before it can be used again. Patrons pay when they leave

Jody Tams Ethan Rainey
Christy Henson Christopher Schayer
Gregory Yves-Favrot

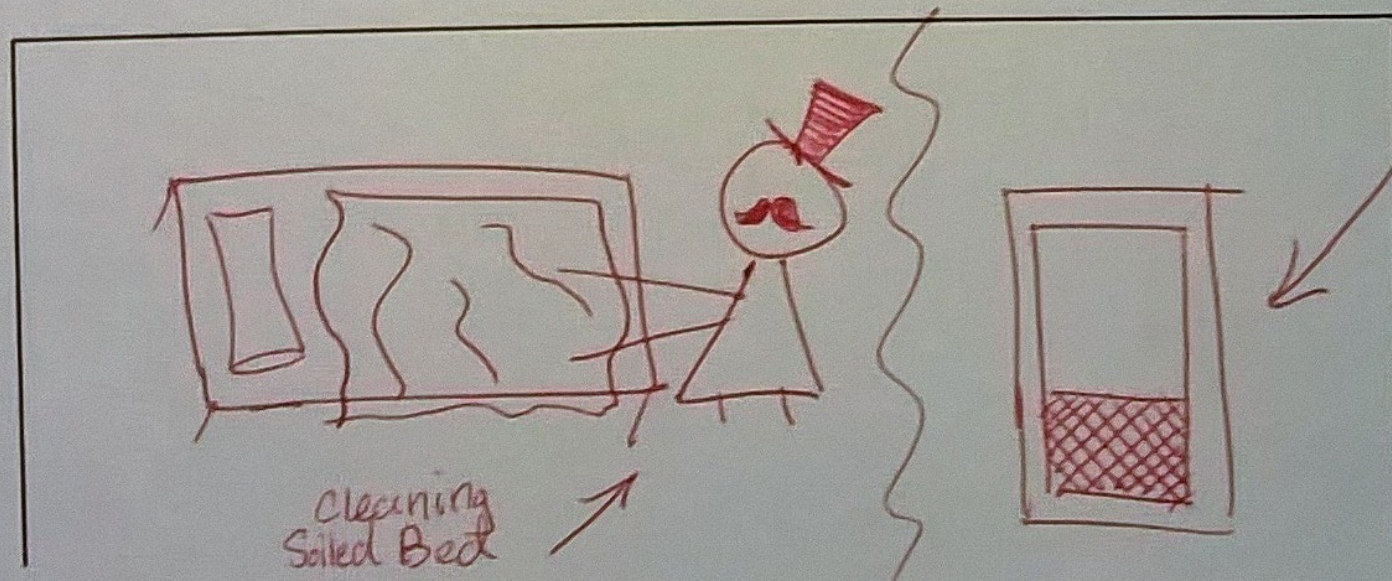
Name: _____

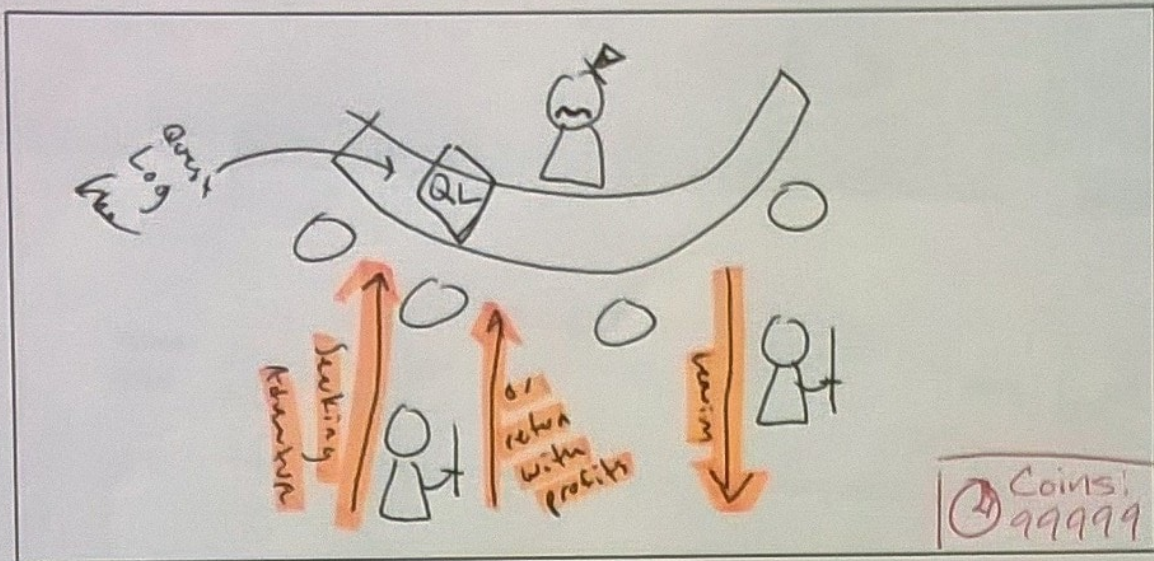
Date: 2/22/17

Page: 4 of 6

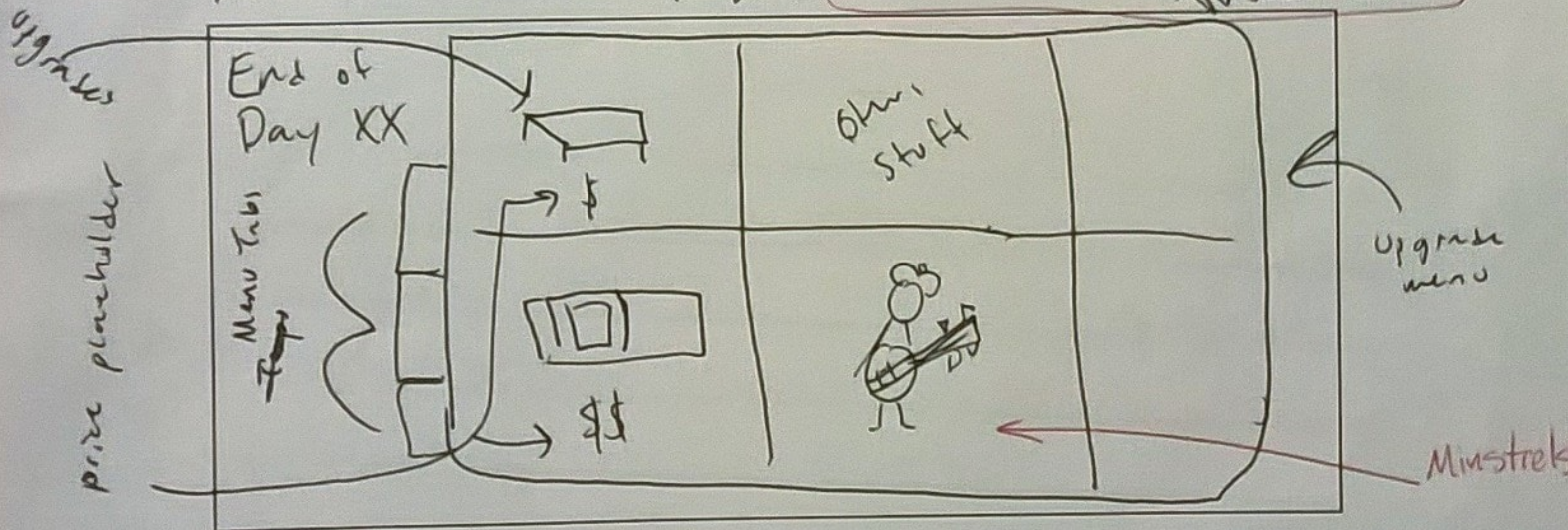


A meter indicates the progress of
the player cleaning.





Adventurers who seek adventure can be given a quest from the Quest Log. It takes time to search for a quest to be given. After a time, adventurers return with gold and ~~quests~~ ~~to take the player~~ money is collected ~~when they give~~ ~~to the player~~



The game will be segmented into days - after each day the player can invest in the ~~game~~ inn to try and become more efficient / max out profits.

Such upgrades may include buying more tables or beds or increasing the rate at which a player accomplishes tasks (cleaning, reading Quest Log)

Sody Toms Ethan Reiney

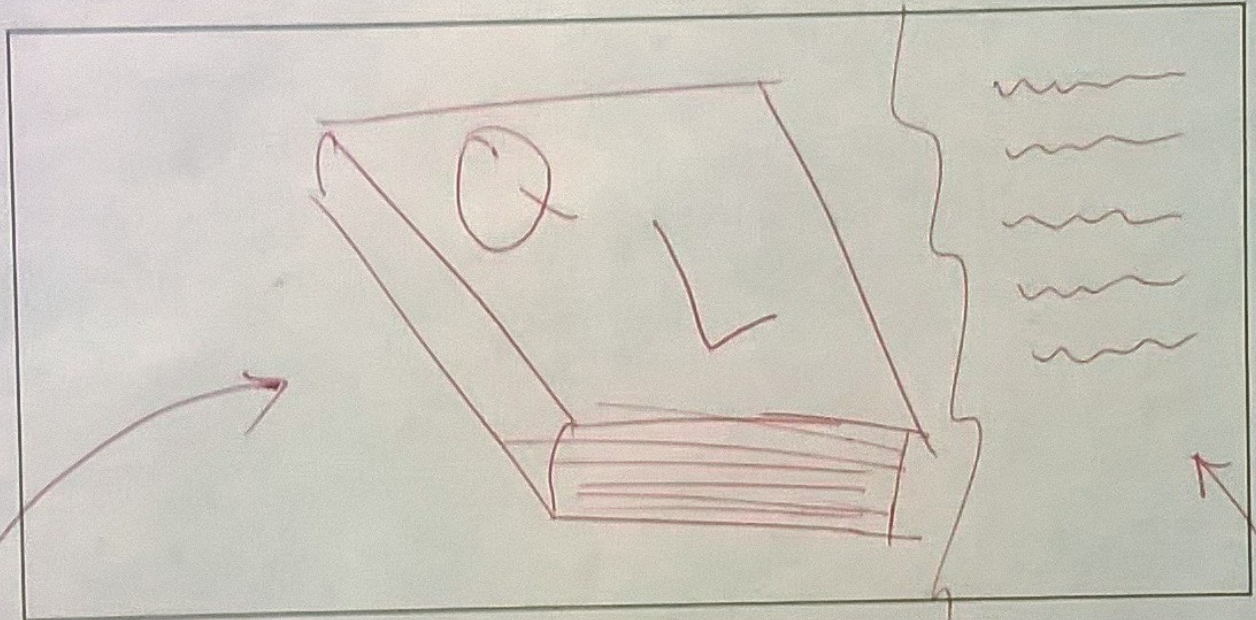
Christy Henson

Christopher Schayer

Name: Gregory Yves Favrot

Date: 2/22/17

Page: 6 of 6



Quests to give ~~to~~ ~~the~~ adventurers are
stored in the quest log. ~~They are~~ ~~not~~ ~~updated~~
~~They are~~ updated when quests are given/reviewed

list of
quests

