

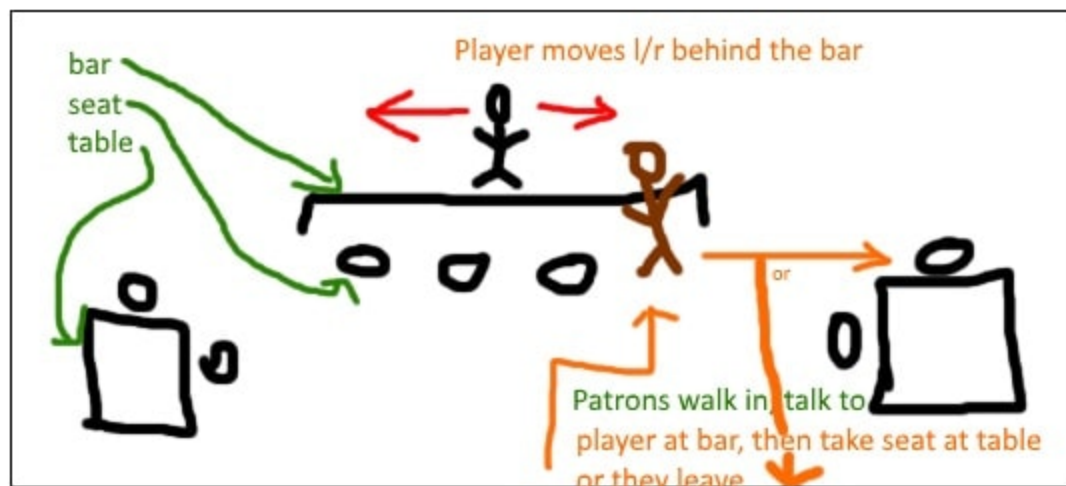


This is the start screen. When the game loads, this will be the first thing

seen by the player. Three options exist as buttons which can be clicked with

the mouse: start (starts a new game) and continue (loads a saved games)

and X which allows the player to quit the game.

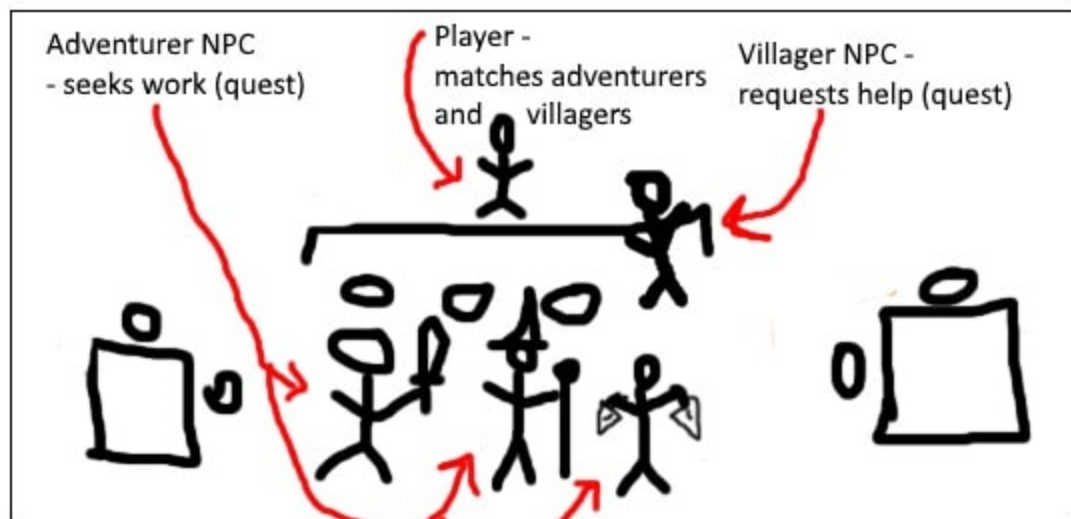


The player tends the bar. They can move L/R behind the bar to interact with patrons

who enter the inn. The patrons (npc's) enter in and go to the bar, interact with

the player, and then take a seat in the inn.

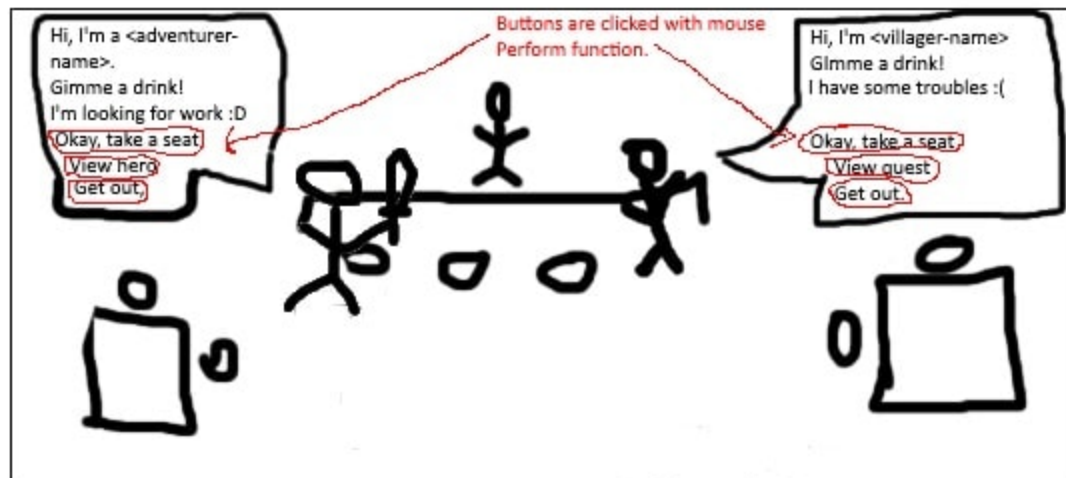
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Two types of patrons come to the inn. Villagers provide quests to the player.

Adventurers seek quests from the player. The player matches the adventurer

to an appropriate quest. Three types of adventurers exist: warrior, mage, and rogue. Each type excels at different quests.

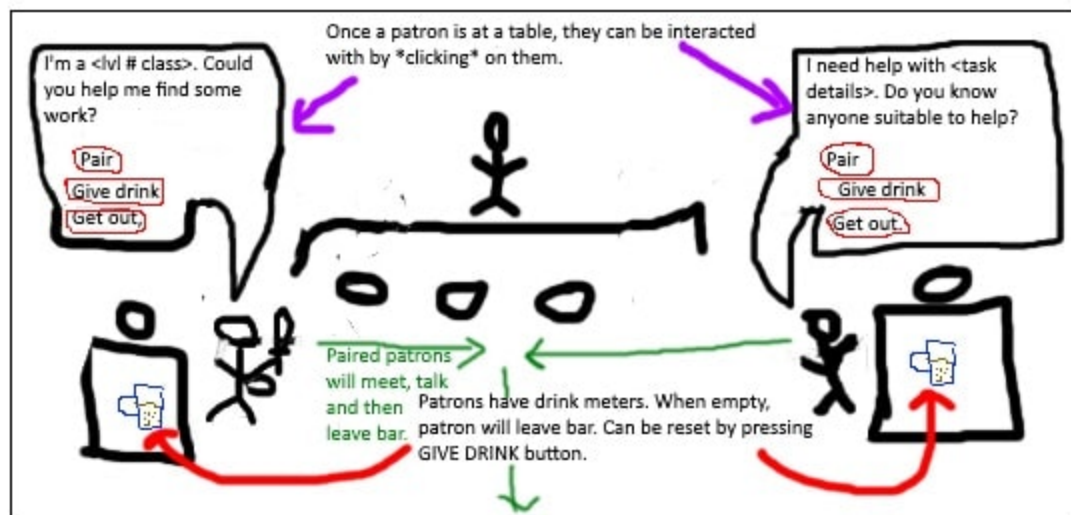


When a patron arrives at the bar, the player *clicks* them and the introductory

dialogue box appears. Only one box can be open at a time. The adventurer box looks

like the one depicted on the left. The villager one looks like the one on the right.

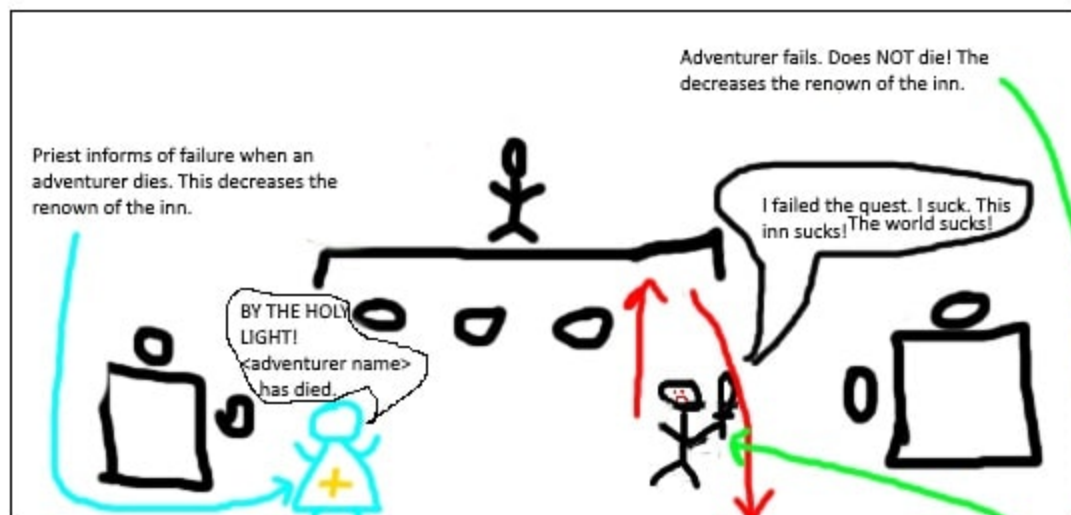
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Dialogue with a patron at a table will enable the player to see the details of the patron. Adventurers will show a level and class. Villagers will show the quest details, including risk and reward. Dialogue options enable you to PAIR a adventurer and villager, kick them out, or replenish their drink (resetting drink meter).



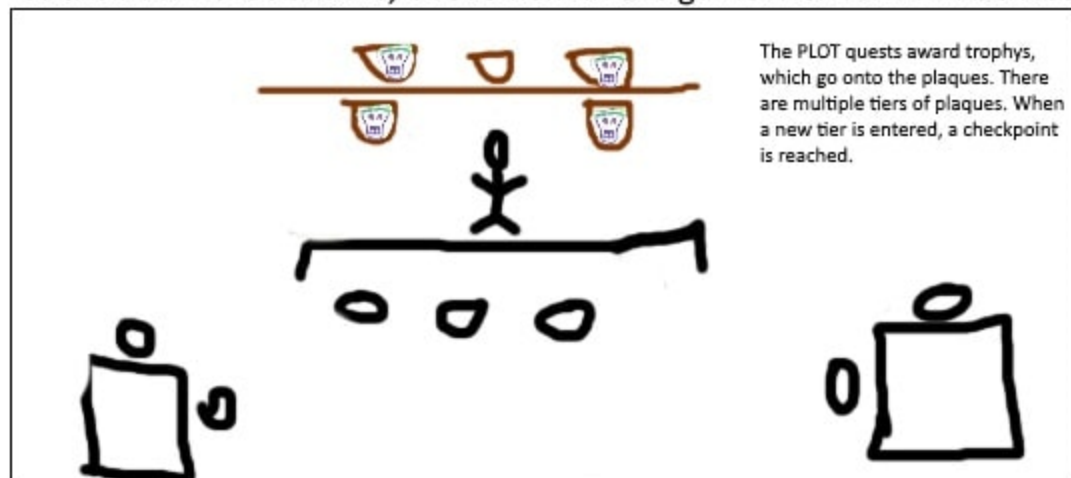
Two kinds of quests exist: PLOT and SIDE. Villagers only give SIDE quests. These quests only offer renown and adventurer XP. When the renown of the bar is high enough, the captain of the guard will automatically appear and offer a PLOT quest, which rewards a trophy when completed by an adventurer. Trophies mount in the plaques behind the bar. They represent PLOT progress.



When a quest is failed, one of two scenarios will occur. If the adventurer

died, the priest will alert the player, and the adventure will no longer be in the game. If the adventurer does not die, they will alert the player

of their immense shame, but remain in the game. Renown will be lost in both.

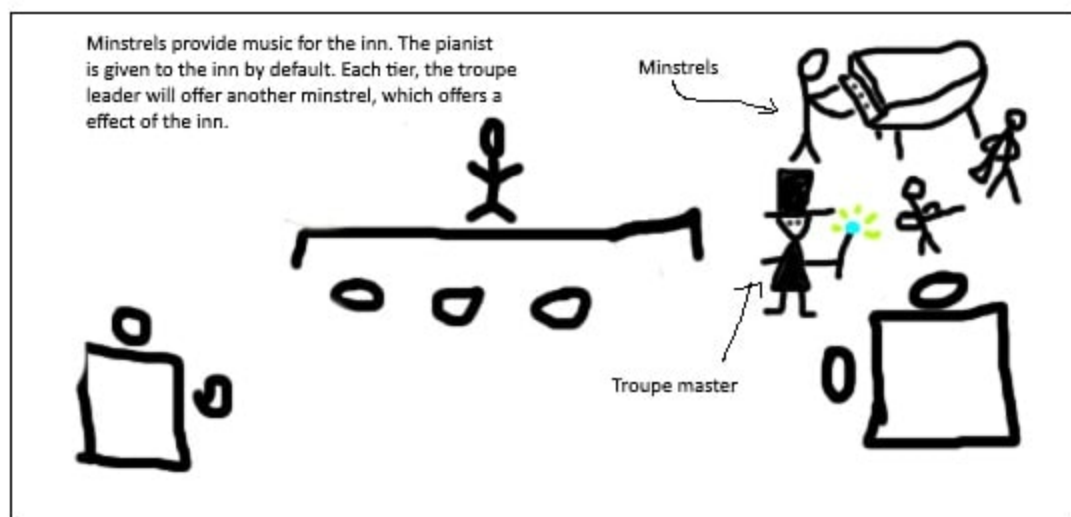


The goal of Innkeeper is to fill the trophy wall by completing all PLOT quests

Plaques are arranged in horizontal tiers. When a tier is completed, a checkpoint

will trigger. This ensures that patron spawning matches the progress of the game.

(example: once tier 3 is reached, only level 10 adventures and tier 3 quest-villagers will spawn)



Minstrels provide bonus to the inn, such as decreasing drink meter rate, or

increasing the spawn rate of patrons. They also add a new layer of sound to

the aesthetic. A new minstrel can be chosen from the troupe master's selection every time a tier is completed. The piano is there by default.