



AFTERNOON ACTIVITY (SPRINT 0)

- Come up with a **Name for the game**
- Come up with a **New, Unique project concept** and prepare to pitch it to me tomorrow (No plagiarizing existing IP)
 - What is the story?
 - What is the general flow?
- Build out a **list of features** in support of your project (Go big)
 - Use a word doc or spreadsheet
 - Write up the story, the text, so you don't have to write it later.
- Research Technology (for building Text Adventures)
- It will be built in JAVA
- Consider doing a prototype to demonstrate your idea
- Start architecting a general design for your project
- Instructor will setup the Team Project for you to build the backlog

Name for the Game:

Heartsoar Tower

((After completion turns into HeartSore Tower))

Story:

The King and Queen of Terra Motus are grief-stricken by an evil curse that has sealed away their young Prince Timore in a tower at the edge of their kingdom. The royalty have requested you, Harmony, to enter the tower and save their gentle son. You embark with only your trusted sword, and a magical amulet that the queen snuck into your pocket wrapped in a beautiful handkerchief.

As you travel the ever stretching three days you notice the tower that dominated the skyline so far away never grows in proximity — just a still monolith in the brooding sky.

You can't help but wonder what perils lie inside for you as you unconsciously grip the sheath of your sword, approach the door, and pick up the piece of paper nailed to the door.

The paper reads:

----- instructions on how to play the game

----- the back of it is a magical map

Important to know to developer — but hidden from player:

Every monster encountered in the tower represents a need or an emotion of a child. As emotions need to be mastered rather than conquered, the defeat to each area is a puzzle

General Flow:



Inventory available: maybe something that would encourage user to fight ghost?; the ghost after defeat (can peek)

Interactions available: Candles (extinguish)

Monsters inside: Ghost

Adjoining Locations: Right (Foyer)

Ghost

Fear: Loneliness – just wants to be seen and heard

Defeat:

Step 1: Listen to ghost — gives it a more corporeal body

Option 2: Give ghost the handkerchief — To cry into

Fail:

Attack the ghost

Run from the ghost

Yell at ghost

Distraction:

Set-Up:

As you enter the castle, a shiver wracks your body as the temperature plummets despite the harvest sun. The stench of death stains your senses; the thick and muggy room is seen through your quickly watering eyes. Candles throughout the room cast sickening shadows dancing along the walls, and the sound of weeping permeates everything. It comes from nowhere and everywhere. As the shiver finishes arresting your body, your mind wonders if the crying is coming from inside your own mind, but then you see the source. A ghost seems to phase in and out of existence at the front of the room, but completely frozen mid-step towards you with both feet six inches off the cobble floor. All happiness drains from you as you look down to draw your sword. As you do this you look up and the ghost has made an obvious dash to you, but has re-froze after its untethered rush. You blink in disbelief and fearfully realize it is now inches closer despite never seeing it actually move. The crying grows louder, almost desperate. What do you do?

Foyer: — shit ton of booleans...?

Inventory available: Key

Interactions available: Door

Monsters inside: None

Adjoining Locations: Left (Entrance). Right (Kitchen). Up. (Room 1)

Beautiful staircases line the outsides of the room.

The top is a shut door with a key lying by it.

You cannot use the key on the door because the hole to the door is so small, and your hand is too large.

Goblin not defeated text:

Good god what's that sound to the right? Is that smoke!?

Goblin defeated but door not unlocked text:

Ugh my hand is too big to try and insert the key into the door

Kitchen:

Inventory available: **TBD — WILL NEED TO COOK HERE LATER**

Interactions available: Stove, Fridge, ...Something blocking the pantry door. Cook something in the pantry.

Monsters inside: Goblin

Adjoining Locations: Left Foyer. Right: Pantry (can't actually go inside)

Goblin

Fear: Inadequacy – Feels too weak and small

Defeat:

Step 1) Move the object blocking the pantry

Step 2) Turn off the stove before leaving the room (or it burns down the castle)

Fail:

Not turning off the stove

Trying to defeat the goblin

Making fun of the goblin?

Distraction:

Set-Up:

You enter a once beautiful kitchen, full of what seems to be magical cooking appliances unbeknownst to you. Wires connect a metal box spitting out blackened bread. More wires from the wall go to what appears to be a mini crane furiously spinning a metallic whip inside a bowl throwing cow's milk across the white marbled countertop. A type of wood stove expels heat from its open furnace at a remarkable heat despite there being no wood. Cold air spills out of a compartmented box as frozen water leaks out of the top and various liquids spill out of the bottom half from flimsy transparent vessels. The top of the stove has four discs burning as bright and red and angry as an armorsmith's furnace. Fire leaps from a pot on top of one those burning disc just as a horrific repeating squeal comes a tiny circle on the wall.

Seemingly unphased by the obvious chaos around and possible inevitable conflagration, a goblin leaps from chair to table to wall and spots you but seems to not care. In between several leaps it belches and throws its shoulders against the kitchen island that has been upturned and sits squarely against the pantry door. The goblin's voice squeals at the top of it's obviously oversized lungs: "WEEK WEAK WEEK WEAK SHRIEK AGAIN PARVUS BECAUSE youWEEK areWEAK WEEK" while shouldering the upturned island once more before turning it's comically oversized eyes upon you. What do you do?

Den (Living Room)

Inventory available: Hollow-Bullet Gun (can only be casted...). Teddy Bear (only after the defeat of the dire bear)

Interactions available: ?

Monsters inside: Dire Bear

Adjoining Locations: Down(Foyer). Up(Play Room)

Dire Bear

Need: Hunger – Can't properly express it's just hungry so acts out

Defeat:

Feed the bear a sandwich

Fail:

Fight the bear

Poke the bear

Touch the bear

Bring the goblin (dire bear eats goblin haha)

Distraction:

As you

As our hero, named Harmony, steps onto the cobblestone streets of a desolate town, she encounters the first monster, Solitudo, a ghostly creature that seems to phase in and out of existence. Solitudo represents the loneliness felt by those around him. Harmony listens to Solitudo's stories of isolation, sharing her own in return, and the ghostly creature gradually becomes more solid, a sign of his feeling acknowledged and less alone.

Ghost just wants to be seen (Loneliness)

Zombie wants friends but can't figure out why everyone runs. Misheard.

Bugbear snaking off the winter snow that's ravenously hungry. (hunger)

Alien afraid of everything — Opening the window. (fear) (anxiety?)

Medusa afraid to look in the mirror (shame)

The prince at the top (Abandonment? Fear of the dark? Fear of disappointment(convinced he can slay the creature in the closet but tied to the bed out of the anxiety of failing?))

Ghost

Overall Fear: Loneliness

Way to Defeat: Acknowledge its presence, have a conversation with it, make it feel seen and heard.

Way to Fail: Ignoring the ghost, showing fear or trying to physically harm it.

Distraction: The ghost often moves objects around the room, creating a scary and haunting atmosphere.

Location: Early

Keeper: 10

Zombie

Overall Fear: Rejection

Way to Defeat: Make it a friend with the ghost

Way to Fail: Running away, showing fear, or trying to attack the zombie.

Distraction: The zombie chases after you in a seemingly threatening manner.

Says: "Vennnnnnnnnnn" because he's Danish

Location: After ghost at some point

Some kind of bear

Overall Fear: Hunger

Way to Defeat: Offer food, satisfy its hunger.

Way to Fail: Trying to fight the bugbear or running away from it.

Distraction: The bugbear appears threatening and predatory due to its ravenous hunger.

After: Becomes teddy bear. Gives to Prince

Keeper: yes

Location: Earlier in tower

Alien

Overall Fear: Everything (Generalized Anxiety)

Way to Defeat: Help it cope with its anxiety, show it that the world outside the window isn't as scary as it thinks.

Way to Fail: Displaying aggression, trying to force it out into the world.

Distraction: The alien has a variety of strange behaviors and rituals it performs to cope with its fear, which may seem menacing or dangerous.

Keeper: YES.

"Alien grabs the probe" upon failure.

Vampire

Overall Fear: Shame

Way to Defeat: Give it a positive affirmation, show it that there's nothing to be ashamed of.

Way to Fail: Show disgust or fear, try to use a mirror or other classic vampire deterrents.

Distraction: The vampire's dark, brooding, and aloof demeanor can seem threatening or scary.

Failure point: The window.

Prince Timore

Overall Fear: Fear of Disappointment, Fear of Failure

Way to Defeat: Assure him of his worth, that it's okay to fail, and that he doesn't have to face his fears alone.

Way to Fail: Reinforcing his fears, showing impatience or frustration with his fears.

Distraction: The prince's room is filled with dangerous-looking weapons and traps, designed to keep away the "creature in the closet."

Goblin

Overall Fear: Inadequacy (Feels too small and weak)

Way to Defeat: Show it ways to use its size and cunning as an advantage, validate its worth.

Way to Fail: Trying to overpower it or making fun of its size.

Distraction: The goblin is always trying to prove itself, causing mischief and chaos in its wake.

Something is blocking the path and he can't move it. Causing chaos due to it.

Werewolf

Overall Fear: Loss of control. Puberty.

Way to Defeat: Teach him ways to control his transformations, showing understanding and patience.

Way to Fail: Showing fear, trying to attack or trap him.

Distraction: His howls and aggressive behavior during transformations can seem threatening.

Remember, each enemy requires a unique approach, and the player must learn to navigate these interactions with empathy and understanding, rather than aggression.

Location: Towards the end.

Succubus.

Overall Fear: All consuming / Self Destructive Love / Lust

Way to Defeat: Reject her instructions or request. Just a conversation — fluctuating bar from out of control lust to in control of her own body. (Learn to love itself)

Way to Fail: Succumb to her demands

Distraction: Hitting on Harmony or something

Location: Before Werewolf

Backups:.....

Mummy

Overall Fear: Change (Stuck in the past)

Way to Defeat: Show it the beauty of the present and future, help it embrace change.

Way to Fail: Disrespecting its past, trying to destroy its precious relics.

Distraction: The mummy's ancient curses and traps can seem threatening.

Banshee

Overall Fear: Forgotten (Grieves the dead she wails for)

Way to Defeat: Offer a sympathetic ear to her stories of those who've passed, help her feel less alone.

Way to Fail: Ignoring her wails or telling her to be quiet.

Distraction: Her piercing wails and sorrowful demeanor can be unsettling.

Title: Empathy's Quest

Storyline:

Once upon a time, in a magical world known as Emotiaria, where emotions roamed freely, a great disturbance shook the land. The empathetic powers that held the realm together began to wane, causing chaos and unrest. In order to restore harmony, a hero was chosen to embark on a remarkable journey through various levels, where the power of empathy would be tested and the true nature of the disturbance would be revealed.

Level 1: The Streets of Loneliness

The hero finds themselves in a desolate town where emotions roam aimlessly, feeling isolated and unacknowledged. By offering kind words and understanding, the hero uplifts their spirits, encouraging them to come together and form a supportive community.

Level 2: The Forest of Sorrow

Deep within the melancholic woods, the hero encounters emotions burdened by grief and loss. By listening attentively to their stories and providing comfort, the hero helps them process their pain, allowing them to find solace and move forward.

Level 3: The Caverns of Fear

Navigating treacherous caves, the hero comes across emotions paralyzed by fear and anxiety. Through gentle encouragement and offering a helping hand, the hero guides them towards facing their fears head-on, empowering them to overcome their limitations.

Level 4: The Tower of Anger

Within a towering structure, the hero encounters volatile emotions consumed by rage and frustration. By teaching them the importance of self-control and channeling their emotions constructively, the hero assists them in finding inner peace and embracing healthier coping mechanisms.

Level 5: The Oasis of Compassion

As the hero journeys to a serene oasis, they encounter a powerful force named Empathia. Empathia reveals the truth behind the disturbance—each level was a manifestation of their child, Empathy, in need of care and nourishment.

Level 6: The Homecoming

With newfound awareness, the hero returns to Emotiaria's core, where they discover a young child sitting amidst a lush garden of emotions. Empathy, tired and hungry, needed a snack and a nap. By providing comfort, understanding, and a nurturing environment, the hero restores Empathy's strength, reviving the empathetic powers that hold Emotiaria together.

Conclusion:

As Empathy awakens refreshed and reinvigorated, the magical world of Emotiaria flourishes once more. The hero's journey through the levels not only taught them the importance of empathy but also revealed that the very essence of empathy lies within us all—nurturing and caring for the emotions that reside within ourselves and others.

Level 1: The Streets of Loneliness

As our hero, named Harmony, steps onto the cobblestone streets of a desolate town, she encounters the first monster, Solitudo, a ghostly creature that seems to phase in and out of existence. Solitudo represents the loneliness felt by those around him. Harmony listens to Solitudo's stories of isolation, sharing her own in return, and the ghostly creature gradually becomes more solid, a sign of his feeling acknowledged and less alone.

Level 2: The Forest of Sorrow

The second level is a forest with trees that weep endless tears, and the monster that resides here is Luctus, a massive weeping willow spirit. Harmony approaches Luctus and hears tales of loss and grief, the source of the endless tears. By offering comfort and sharing stories of hope and resilience, Harmony helps Luctus accept his sorrow, and the tears slowly diminish, letting sunshine flood into the forest for the first time in years.

Level 3: The Caverns of Fear

In this labyrinthine cave network, Harmony encounters the third monster, Timore, a shape-shifting shadow creature that embodies the fears and anxieties of the realm. Harmony, with gentle encouragement and a calming aura, helps Timore confront his fears, transforming him into a small, friendly shadow guide that lights up the dark caverns.

Level 4: The Tower of Anger

The fourth level is a towering fortress, where the monster Furor, a fiery, volatile beast resides. Harmony teaches Furor to breathe deeply and count to ten, showing him the power of patience and self-control. Gradually, Furor's flames subside, and he becomes a warm, comforting creature, providing warmth instead of destruction.

Level 5: The Oasis of Compassion

Here, Harmony meets Empathia, a gentle yet powerful force that embodies compassion. Empathia shares the truth about the disturbance and the true nature of Empathy. She offers Harmony a mirror, showing that Harmony is not only a hero but also a manifestation of Empathy.

Level 6: The Homecoming

Harmony returns to the core of Emotiaria, where she finds Empathy, a young child huddled within a garden of emotions. With understanding and care, she provides the child with comfort, a healthy meal, and a warm blanket for a restful nap. As Empathy awakens, rejuvenated, Harmony realizes that she has helped restore the realm to its former glory by nurturing the core emotion—Empathy.

Throughout her journey, Harmony learns that monsters aren't always scary or harmful. Sometimes, they're simply misunderstood manifestations of our own feelings, and all they need is empathy, understanding, and care.

UML Rough Draft:

```
+-----+
|   Heartsoar Tower   |
+-----+
| - player<Player>    |
+-----+
| + startGame(): void  |
| + saveGame(): void  |
| + loadGame(): void   |
| + quitGame(): void   |
+-----+
```

```
+-----+
|       Player        |
+-----+
| + currentLocation    |
| + prevLocation       |
| + name               |
| + inventory<Inventory>|
| + health             |
| + map<Map>           |
|                     |
+-----+
```

```
+-----+
|       Map           |
+-----+
| + getInstructions(): void |
| + discoveredRooms <List> |
| + addDiscoveredRoom():void|
|                         |
+-----+
```

```
|
|
|
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|
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```

+-----+
|      Room (Several rooms)      |
+-----+
| - roomName: String              |
| - ???roomDescription: String    |
| - adjoiningRooms: Map<Direction, Room> |
| - monsters: List<Monster>       |
| - items: List<Item>             |
| - boolean: (isMonsterPresent)   |
| - hint: String                  |
+-----+
| + moveRoom(Direction, Room): void |
| + removeMonster(Monster): void    |
| + addItem(Item): void            |
| + removeItem(Item): void         |
+-----+

```

```

|
|
|
+-----+
|  Monster  |
+-----+
| - name: String |
| - fear: String |
| - defeatInstructions: String |
| - failureInstructions: String |
| - distraction: String |
+-----+
| + attack(): void |
| + defend(): void |
| + useDistraction(): void |
+-----+

```

```

|
|
|
+-----+
|  Item  |
+-----+
| - name: String |
| - description: <List> |
| - isStorable: Boolean |

```

```
+-----+
| + use(): void |
+-----+
```

|
|
|

```
+-----+
|  Inventory  |
+-----+
| - items: List<Item> |
+-----+
| + addItem(Item): void |
| + removeItem(Item): void |
| + useItem(Item): void |
+-----+
```