



ARGO

Quest for the Fleece

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TEAM TAMARILLO

Yousef Abdel Rahman
Julianna Clarke
Conor Mulcahy
Tianxu Zhou

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i. Introduction

This document contains a detailed outline of the *ARGO: Quest for the Fleece* project from Team Tamarillo. This outline includes the details for the design of the game, including game art, assets, and level design, a comprehensive game script, and an explanation of the unique features of the game. This design document acts as a plan for the development of *ARGO: Quest for the Fleece*.

ii. Copyright

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iii. Project Overview

a. Team Overview



Team Tamarillo is a creative group of four members who strive to develop innovative and memorable interactive experiences. The members of Team Tamarillo are as follows:

Yousef Abdel Rahman

yousefabdelrahman@cmail.carleton.ca

Julianna Clarke

juliannaclarke@cmail.carleton.ca

Conor Mulcahy

conormulcahy@cmail.carleton.ca

Tianxu Zhou

tianxuzhou@cmail.carleton.ca

Below are their roles in the *ARGO: Quest for the Fleece* story project.

Project Manager	Julianna Clarke
Art and VFX	
Lead artist	Yousef Abdel Rahman
Assistant artist	Julianna Clarke
Assistant artist	Conor Mulcahy
Game Design	
Lead designer	Julianna Clarke
Designer	Conor Mulcahy
Assistant Designer	Yousef Abdel Rahman
Assistant Designer	Tianxu Zhou
Game Development	
Lead developer	Tianxu Zhou
Developer	Julianna Clarke
Writing	
Lead writer	Conor Mulcahy
Editor	Julianna Clarke
Music and SFX	

Editor	Tianxu Zhou
Marketing	
Head of Marketing	Yousef Abdel Rahman

b. Executive Summary^[1,2]

i. Overview

The Kingdom of Iolcos is being ruled by King Pelias, who is believed to have stolen the throne from his predecessor and brother, Aeson. Jason, the son of Aeson, now seeks to reclaim the throne as the rightful heir, but can only do so by retrieving the Golden Fleece. Jason gathers the best warriors, sailors, and adventurers of all of Greece, and sets forth on the journey to fetch the Golden Fleece.

ARGO: Quest for the Fleece is an interactive story from Team Tamarillo that follows the adventures of Jason and the Argonauts as they sail to Colchis on their quest for the Golden Fleece. The story is a multiplayer adventure wherein teams of four play as four of the Argonauts on their quest. Users must work collaboratively and strategically in order to sail through five locations to retrieve the Fleece.

ii. Genre

Choose-your-own-adventure (herein CYOA) stories are a type of interactive story that follows a non-linear plot progression. CYOA stories focus on providing the user with plot decisions that contain multiple avenues for the plot, of which only one can be decided.

ARGO is a multiplayer, CYOA story using server connectivity and mobile interactions. The interactive story emphasises unique uses of mobile interactions as a means of engaging the user in the story as it takes place. The CYOA choices in the story reinforce ideas of user control over the story, further immersing the users in the experience.

iii. Project Goals

The goals of this project are to develop a CYOA experience in conjunction with innovative mobile interactions. *ARGO* is meant to engage the audience in the story of Jason and the Argonauts, and to provide users with a game experience that allows for socialisation, cooperation, and competition.

iv. Technical

ARGO is developed in Unity, a game development platform which can deploy projects across mobile and desktop. This project utilizes Firebase as a real-time database and

data analytics. Software development will approximately take two months; it will take another month in usability testing, evaluation and iterations.

v. Target Platforms

Desktop

OS	Windows XP SP2+, Mac OS X 10.9+, Ubuntu 12.04+, SteamOS+.
Graphics card	DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.
CPU	SSE2 instruction set support

Mobile

iOS player	iOS 7.0 or higher
Android player	OS 4.1 or later
	ARMv7 CPU with NEON support or Atom CPU
	OpenGL ES 2.0 or later [3]

c. Target Audience

Our target audience is as follows:

- Teens, 14+, all genders
- Social, want to play in a group setting
- Have mobile devices
- Users are in school, likely high school, potentially having graduated high school
- English-speaking, living in North America
- Would play during lunch breaks, or in casual social situations
- Somewhat loyal: users are just looking for something fun to play 2 or 3 times
- Value fun, cooperation with friends, and casual games
- Does not necessarily have a knowledge of mythology

To align with the goals for this project, the most important qualities of the target audience are determined to be that the audience is social and would find themselves in casual social situations, and that they do not necessarily require a knowledge of mythology. Since it is a goal of the project to create a fun, interesting experience, the focus will be on the players, on them interacting with each other, and them playing through an adventure. Beyond this, the target audience having mobile devices is essential to the function of the game.

d. Gameplay Overview

The main objective of the players is to move through the narrative of the adventures of the Argonauts by the best possible means. The team is aiming to travel across the different isles, finally landing on the Island of Colchis, where they must retrieve the Golden Fleece.

The players are presented choices in the same fashion as a typical CYOA story. However, by design, not all of the choices made by the players will be equal, and thus, the players must be strategic in their selections to not only create an interesting story for themselves, but also to ensure that they will be able to complete the narrative.

Several statistics have been built into the game in order to quantify which choices would be better than others. The players have the following group statistics:

1. Provisions
Provisions are a measure of what the Argonauts need to survive; food, water, clothes, etc. could all be considered provisions
2. Ship health
Ship health is a measure of how much damage the ship has taken over the course of the heroes' journey
3. Ship speed
Ship speed is a statistic measuring certain bonuses that allow the team faster sailing
4. Money
Money tracks how much wealth the team has

The team must monitor these statistics carefully. If certain statistics are not high enough then there is the possibility for the players to lose the game.

ARGO's multiplayer functionalities give it a unique edge as a CYOA game. The game is played by four players as local multiplayer. The four players use their mobile devices to connect to a server. From there, the players are presented the narrative through text and some small animations to indicate the action of the story.

Each player plays a different character in the narrative, each making their own choices which affect the group narrative as a whole. In this manner, though many choices are made by the group as a whole, it is possible for a single player to make choices that dictate the narrative for all of the players.

iv. Story

a. Story Overview^[4,5,6]

In a bid for rule over the throne of Iolcus in the region of Thessaly, the dastardly Pelias imprisons its leader, his half-brother Aeson, and takes his place as king. In response to this act, a local oracle warns him that one of Aeson's descendants will seek revenge upon him; in retaliation, Pelias hunts down and puts to death all of Aeson's children, sparing the man himself due to pleas from their mother.

Years later, Aeson marries and bears another son, Jason. Faking the boy's death to hide him from Pelias, he sends Jason to be in the care of Chiron, centaur and legendary instructor of heroes. At the age of 20, Jason is told by an oracle to travel to the court of Iolcus, losing one of his sandals on his way. Having heard from an oracle himself that a single-sandaled figure would arrive that day to challenge him, Pelias immediately recognizes Jason as his nephew.

Knowing that executing him in the presence of nobles would harm his diplomatic aspirations, Pelias instead prompts Jason to name how he would react to a prophecy foretelling his death by the hand of one of his own citizens. In response, his mouth guided in secret by Hera, the youth responds that he would seek out the Golden Fleece; a proposition the king is delighted to accept.

Gathering upon the legendary Argo a crew of the greatest heroes of the era including the Dioskouroi Kastor and Polydeuces, the winged brothers Zetes and Calais, and even the mighty Heracles, Jason embarks on an epic quest to the land of Colchis to retrieve the fleece and regain his birthright.

Assuming the roles of four of the Argonauts as they make their way across the Mediterranean, each level represents a location they pass through on their journey. Their first destination is Phrygia, a land whose peaceful inhabitants are being terrorized by a tribe of warlike giants from the neighbouring island known as the Mount of Bears; the players are given choices of when to embark to and from the island, greatly affecting its state upon their arrival as well as their rewards once they return.

Second, they have the choice to travel to either the merry land of Cius or the coastline of Bithynia. The former presents them with a choice potentially resulting in their capture and subsequent escape from a group of mischievous nymphs, while the latter introduces them to an old oracle by the name of Phineus who enlists the heroes to assist him in defeating dreadful beasts who torment him daily, with the promise of prophetic information to aid them in their journey should they succeed.

Third, their options lie in the warlike island of Bebryces, whose arrogant king permits no visitors to leave unless their chosen champion bests him in a battle of fists, and the headland of Assyria, home to the Amazons; caught in a cross-fire between three warring clans, they must decide who becomes friend or foe in order to escape alive.

Before they reach their next destination, the heroes soon arrive at the monstrous Symplegades, living rocks endlessly crashing against one another to crush any ship attempting to pass through. Should the players have learned a certain secret in their travels they will be able to proceed safely; alternately, there are a series of relics they may collect allowing the Argo the speed to sail through unscathed. Else, they undoubtedly meet a watery grave.

Moving onwards, they may choose between the mountain city of the Mossynoeci, a wondrous bazaar filled with trinkets and knowledge invaluable for the trials to come, and the island temple of Ares - a shrine ever protected by a ravenous flock of supernatural birds that launch their arrow-like feathers at any travellers who dare sail too close to their domain.

Finally, the heroes arrive at the climax of their quest: Colchis, the kingdom of King Aeetes and home to the fleece itself. Before they may claim it, however, they must best several trials designed by the king himself to test their worth as heroes - a task not so formidable as it may seem with the assistance of his daughter, the sorceress Medea. Clearing the final trial and claiming the legendary Golden Fleece, our heroes' journey comes to its conclusion.

b. List of Characters

i. Playable Characters

Jason

that he may claim his rightful position on the throne of Iolcus

Central protagonist in the myth; recruits the Argonauts to help him retrieve the fleece so

Polydeuces

Son of Zeus and twin to Kastor; an experienced fighter and adventurer

Heracles

Son of Zeus, the mightiest of all the argonauts revered for his divine strength

Zetes / Calais

Twin brothers, sons of Boreas of the winds; possess wings and the ability to fly

ii. Non-Playable Characters

Cyzicus

The King of Phrygia

Doliones (people)

The population ruled by Cyzicus

Hylas

One of the Argonauts; Heracles' companion

Mysians (people)

Friendly inhabitants of the land of Cius

Phineus

Oracle on the coast of Bithynia, cursed by Zeus to suffer eternal torment in the form of the Harpies

Amycus

Warlike king of Bebryces who is as arrogant as he is skilled as a boxer

Themiscyreians
Lycastians
Chadesians

Amazonian Tribes, locked in conflict with one another

Lucrecia
Mossynoeci merchant
Islander (unnamed)
Islander on the bird of ares who informs the Argonauts of
King Aeëtes
King of Colchis
Medea
Daughter of Aeëtes and a powerful sorceress

iii. Enemies

Earthborn
Giants with six arms who are threatening the livelihood of the Doliones

Water nymphs
Playful beings and personifications of nature, often quite mischievous

Harpies
Winged creatures loyal to Zeus

Bebrycians
Population under the rule of Amycus

Birds of Ares
Wicked birds loyal to Ares, known for their spiked feathers they launch at their victims

Fire-breathing bulls
Bronze bulls wrought by the gods who expel flames from their mouths when angered

Skeletal warriors
Vicious fighters spawned from the teeth of a dragon planted in fertile soil

Dragon
Sleepless serpent eternally guarding the tree on whose branch the fleece rests

iv. Gods

Zeus

King of the Olympus and father to many of the Argonauts

Iris

Goddess of the sea and sky

c. List of Locations

i. Chapter One

1.

Name: The Mount of Bears
Characters met: Cyzicus
People of the island: Doliones
Enemies: Earthborn

Setting

The first destination reached by the Argonauts on their journey, the Mount of Bears is a mountainous island connected to the nearby coast of Phrygia by an isthmus. Welcomed warmly, the players are enlisted by the Phrygian king Cyzicus to deal with the threat of the warlike giants inhabiting the island and threatening his people.

Decisions/Minigames

- Decision 1.1a - "Will you go now to the island, or leave in the morning?"
- Decision 1.1b - "(Heracles) Will you stay with the ship, or go with the group?"
- Minigame 1.1.1: Defeating the Giants (without Heracles)
- Minigame 1.1.2: Defeating the Giants (with Heracles)
- Minigame 1.1.3: Defeating the Giants in the morning
- Decision 1.1c - "Should you leave now, or wait until the morning?"
- Decision 1.1d - "Should you look for the Earthborn lair?":

ii. Chapter Two

1.

Name: Cius
Characters met: N/A
People of the island: Locals
Enemies: Water Nymphs

Setting

A beautiful landscape of sloping hills and dense forests, home to the people of Cius. Greeted with a festival, the Argonauts soon find that the peaceful locals are not all what they seem.

Decisions/Minigames

- Decision 2.1a - "Will you follow the women?"
- Minigame 2.1.1 - Nymph Trap
- Decision 2.1b - "Will you sail to the island of Bosphorus?":
- Decision 2.1c - "Do you tell the truth about Hylas, or lie?":

2.

Name: Bosphorus

Characters met: Phineus
People of the island: None
Enemies: Harpies

Setting

A barren landscape home to few, notably the Phineus - an oracle cursed by the gods to live without food, each morsel stolen by the vicious Harpies. Intrigued by his offer of divine advice, the Argonauts set out to aid the prophet in defeating the demons.

Decisions/Minigames

- Decision 2.2a - "Will you visit the oracle or explore the coastline?"
- Decision 2.2b - "Will you aid the oracle or depart?"
- Minigame 2.2.1 - Chasing the Harpies
- Decision 2.2c - "Will you continue to chase the Harpies?"
- Minigame 2.2.2 - Exploring the Lair

iii. Chapter Three

1.

Name: Bebryces
Characters met: Amycus
People of the island: Bebrycians
Enemies: Bebrycians

Setting

Farmland ruled with an iron fist by an arrogant and power-hungry king. The Argonauts must contend with his single law: best him in the boxing ring, or be slain where you stand.

Decisions/Minigames on the Island

- Decision 3.1a - "Will you accept the king's challenge?"
- Decision 3.1b - "Who will box the king?"
- Minigame 3.1.1 - Boxing match with the king
- Minigame 3.1.2 - Battle with the Islanders

2.

Name: Assyria
Characters met: Hippolyta, Antiope, Melanippe
People of the island: Amazon Warriors
Enemies: Amazon Warriors

Setting

A vast headland inhabited by several warring tribes of ruthless Amazons. Arriving in the middle of a crossfire, the Argonauts must decide who will become friend or foe in order to escape safely.

Decisions/Minigames on the Island

- Decision 3.2a - "Which tribe do you help in this conflict?"
- Decision 3.2b - "Who will go to each tribe?"
- Minigame 3.2.1 - Negotiation
- Decision 3.2c - "Do you run from the Amazons, or stay and fight them?"

3.

Name: The Symplegades

Characters met: None

People of the island: None

Enemies: None

Setting

A deadly strait passing through jagged cliffs, known for the legendary Symplegades: a pair of cliff faces that crash into one another with devastating force, crushing any ship that dares to pass through. The Argonauts must be well prepared to face this obstacle, lest their adventure come to a swift end.

Decisions/Minigames on the Island

- Minigame 3.3.1 - Find a dove (conditional)

iv. Chapter Four

1.

Name: Mossynoecia

Characters met: Lucrecia

People of the island: Mossynoeci

Enemies: N/A

Setting

A peaceful mountainous land home to the sprawling bazaar of the Mossynoeci. Encountering a mysterious vendor whilst browsing, the Argonauts may find more than they bargained for.

Decisions/Minigames on the Island

- Decision 4.1a - "Would you like to buy something from Lucrecia?"
- Minigame 4.1.1 - Buying from Lucrecia
- Minigame 4.1.2 - Dancing for Lucrecia

2.

Name: Isle of Ares

Characters met: Locals

People of the island: Priests of Ares

Enemies: Arrow-birds

Setting

A mysterious island home to a temple of the war god Ares, the Argonauts must fight for their lives as they endure the relentless assault of his sacred Arrow-birds.

Decisions/Minigames on the Island

- Decision 4.2a - "Who will row to the island?"
- Minigame 4.2.1 - Birds of Ares riddle
- Decision 4.2b - "Will you break the eggs, or take the eggs from the nest?"

v. Chapter Five

1.

Name: Colchis

Characters met: Aeetes, Medea

People of the island: Colchians

Enemies: Bronze Bulls, Skeletal Warriors, Sleepless Dragon

Setting

The final destination in the adventure and home to the Golden Fleece itself. Before they may claim it, however, the Argonauts must overcome a series of trials put forward by the king of the city, Aeetes; a task not so difficult as it may seem with the assistance of his daughter, the powerful sorceress Medea.

Decisions/Minigames on the Island

- Decision 5.1a - "Would you like to meet with Medea?"
- Minigame 5.1.1 - Meeting with Medea
- Minigame 5.1.2 - Bronze Bulls
- Minigame 5.1.3 - Skeletal Warriors
- Minigame 5.1.4 - The Golden Fleece

v. Game Mechanics

a. Functional Specifications

i. Core gameplay

At the beginning, four players are presented with buttons for each character selection on their mobile device. The buttons are disabled as the characters are selected by other players in the team. The player starring as Jason will make all decisions affecting the whole group. Next, each player character will move through the narrative by completing the mini-games and making choices.

In the mini-games, players will interact with the game objects through generic methods, such as touch, hold, swipe and tap the screen. Results of the mini-games may vary from continuous touch and disconcrete touch. Players will have to control the tap velocity and touch-pressure variation for success.

Also, players will manipulate the player character by triggering different built-in sensors of their mobile device: accelerometer, gyrometer and magnetometer.

Players can trigger accelerometer and gyrometer by shaking and tilting their mobile phones. Perfect control of velocity and amplitude will decide the accuracy and efficiency of gameplay, especially in some games with time limits, which will further affects group statistics.

In the decision making part, players will have to press the button to make the decision which affects the storytelling. The choices made will lead them to next story plot point through normal text or animations; also, the players might enter into a mini-game depending on the narrative and different characters. Notably, mini-games and personal decision making will be shown merely on the mobile end; desktop screen will display the information involving the entire group: a central map, group decision making and their real-time locations.

Overall, players will not only have to pay attention to their individual result of gameplay in the mobile end, but also be concerned about how their choices make the difference to group statistics and monitor the desktop screen for the narrative progression as a whole.

ii. Example of gameplay

In island 3, the player character chosen to battle with the king will be tested three basic capabilities in boxing match through minigames: *speed*, *accuracy* and *strength*. Take *strength* as an example. The player is required to shake their phone with enough velocity to trigger "hitting" the king (target). The target will be shown as a icon and appear at the same location on the screen. The king will change his expression when the player character successfully hit the king. Also, the player will have to hit three targets to pass this game, with varying minimum velocities per target hit. The minimum velocity will increase with each successive hit.



Figure 1 Unity interface1 (the game is operated by iPhone using Unity Remote)-When the player character chosen by Jason enters the mini-game of *strength* in boxing match, the screen will display an evil king who is smiling. Also,there's a progression bar showing how much he/she has to shake before completing single target hit. In this case, players will have to shake their phone to hit the king.



Figure 2 Unity interface 2- If players shake their mobile phones , the progression bar will be moving forward and the king will show the fear face.

Additionally, there is a countdown timer in the top left corner showing the time players has left to finish the task. Also, there is a target counter in the top right corner to count the targets left. They have to finish hitting three targets within the time limits to complete the *strength*.

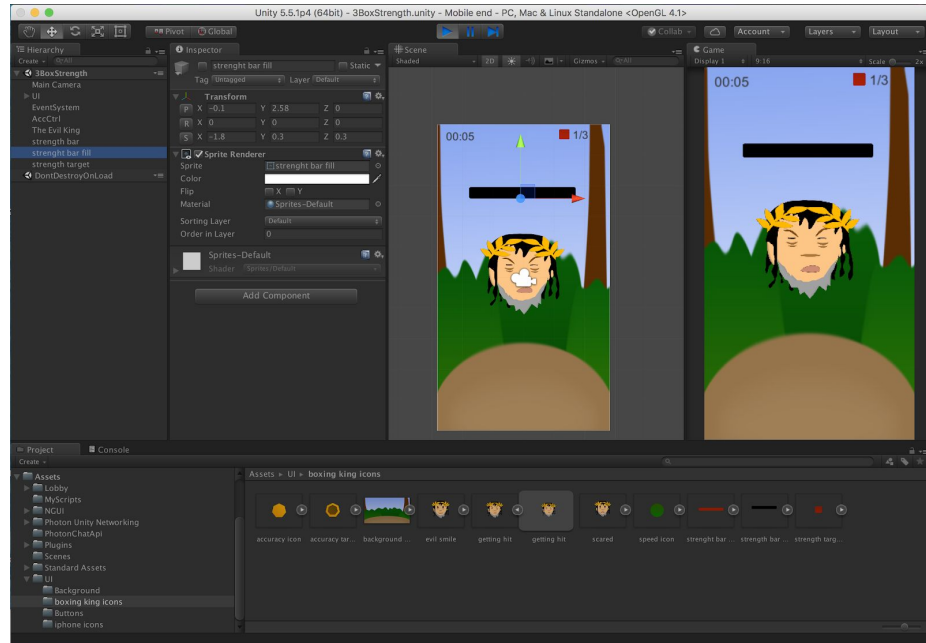


Figure 3 Unity interface 3-When players shake their mobile phones in a certain velocity (decide in the usability testing), the king will get hit and show the desperate expression. The number of hit targets will be increased accordingly. Players will not only have to pay attention to how hard they shake the phone, but also the time limits.

b. Technical Specifications

i. Framework

PC

move the camera to explore the map in one scene

Mobile

asynchronously load different scenes to different players

Telling the story & Making the choice

Players press the button to trigger *scene manager*.

Mini-game

Players interact with game objects by triggering the events.

ii. Main C# Scripts

- Firebase database [7,8,9,10]
 - Store and retrieve the data
- Network manager [11,12,13,14]

- Control the multiplayer clients and also the connection between the server and clients
- Camera Follower
 - Control the movement of the camera
- Touch event trigger
 - Hold
 - Tap
 - Swipe
- Sensors trigger [15,16,17,18,19]
 - Accelerometer: having users change speed as an interaction method
 - Gyroscope: having the users tilt or shake their devices
 - Magnetometer: having users rotate as a form of interaction
- Hardware controls trigger
 - Using volume buttons, combinations of button presses and other interactions together
- Scenes manager [20,21,22,23]
 - Load scenes to players as needed
- Collision
 - Detect the collision and make corresponding reaction
- Counter [24]
 - Countdown timer
 - Count the time in the mini-games
 - Statistics counter
 - Count the group statistics
- Platform switcher script [25]
 - Easily release iOS and Android version

iii. Objects & Physics

- Enemy objects
 - In mini-games, player will interact with “enemy” objects by triggering different sensors.
 - The objects are rigidbody or collider which attach scripts of collision and sensors triggering for manipulating their behaviors.
- Camera objects
 - The camera object is an orthographic camera existing in each scene.
 - In PC end, the camera will attach *camera follower scripts*, which will control the camera to display different perspective of the map.
- Button objects
 - Player characters will press the button to progress the storytelling and make the choices.
 - Button objects are linked to *scenes manager script* to load the following scene. The script attached also contains asynchronously loading scenes function, which allows different characters to interact with corresponding scenes.
- Empty objects
 - Empty objects can attach the *touch scripts* which will be used in the entire screen

- They can attach *collision scripts* to control if the game will destroy enemy objects or not
- Lobby [26]
 - Create the room on PC
 - Choose characters on mobile end
 - Game will start when four players join the room through Lobby

vi. Game Art + Assets

a. Guidelines for art style

A distinguished guideline was established to follow throughout the game when it comes to art style. The guidelines have had many variations and edits, due to experimenting with different styles. It was decided that the game would distance itself visually from a classical Greek art style as this would create a very generic appearance, though some elements of that style would be incorporated into the game as to make it more applicable to the story of Jason and the Golden Fleece. The current guidelines in terms of the art style is to create a more modern visual atmosphere. This means bringing more curved figures and shapes such as rounded rectangle text boxes, or rounded triangle shapes used as warning signs into the game.

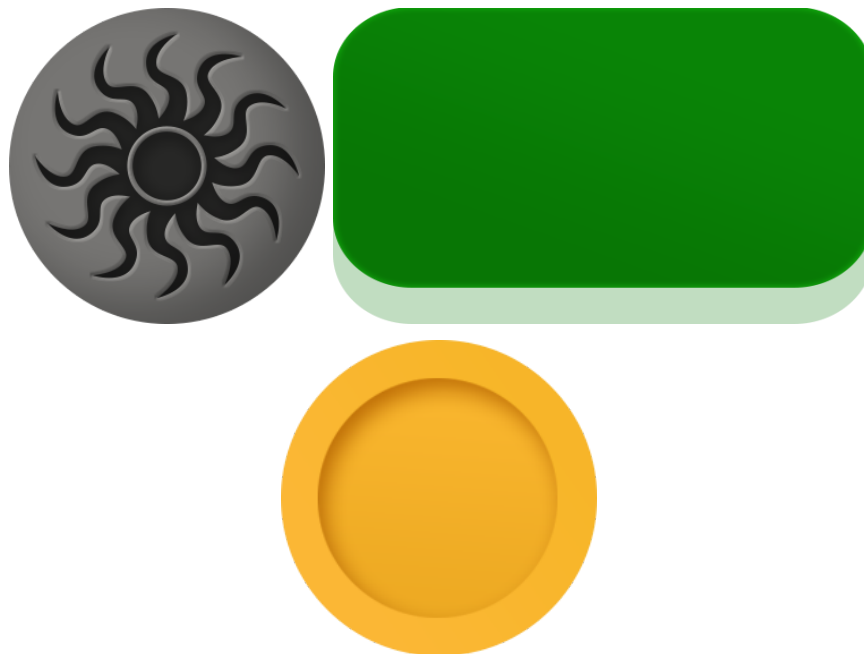


Figure 4 Round shapes

The colors used for the interactive story are also more bright and natural, especially when creating background images; the guidelines determined were that the images needed to be simple and not distracting for the user. The background also needed to follow the

established color palette and be representative of the environment the players would be playing on. For example, creating a sandy background environment for certain islands and forest-like backgrounds for others. All backgrounds need to be flat and 2D to properly fit into the game style.

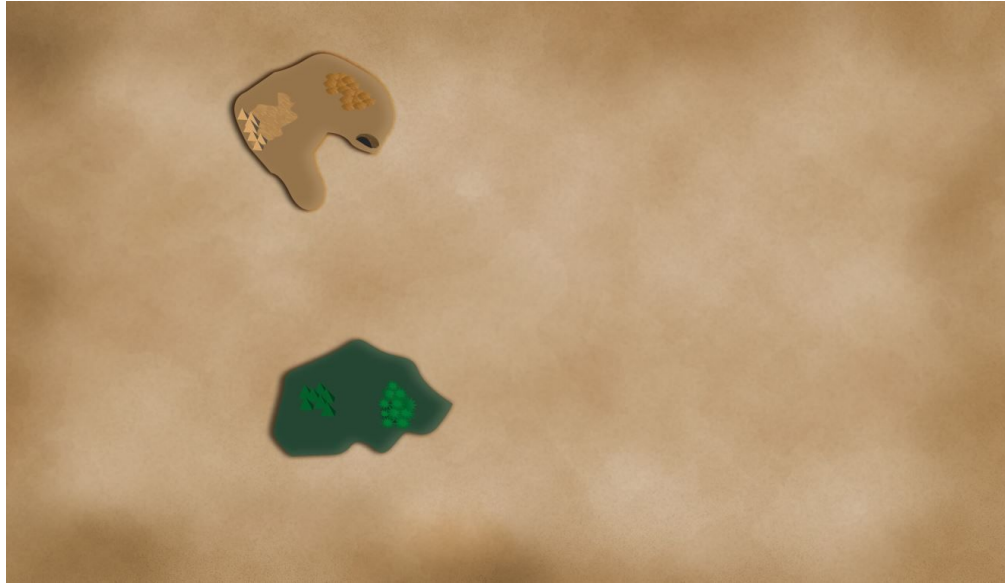


Figure 5



Figure 6

i. Colour palette

Throughout the project, the color palettes and how they would differ for different elements were discussed. It was important to look at the story to find colors that would be in relevant to its ancient Greek origin. This meant putting emphasis on blacks and gold-yellows within the art style. Although there is also a large use of a red-orange color throughout ancient Greek art [27], it was decided that this color

wouldn't work well in the game. The primary reason why this color wasn't included in the color palette was because in ancient Greece it was used for the backgrounds of the actual drawings, and it has been established that the game would have natural colors for the backgrounds. Thus, the red color was removed from the color palette. Bringing both gold and black into the visuals establishes a relation to the time in which this story is placed, making it more appropriate to the game. To make the art style truly stand out and not look generic or very repetitive, it was apparent that there needed to be a more modern or urban style present in the visuals.



Figure 7

Bringing a modern aspect to the designs meant adding more curved shapes and less sharp edges to dialogue boxes, as this has become a common design style. This creates an element of relevance to the game. It was decided that the game couldn't be restricted to two basic colors of yellow and black. This led to choosing colors that were different but could still fit into the themes and motifs of the game. Colors similar to those found commonly in nature seemed fitting to the story and weren't so extreme that it would confuse the user as to the themes or setting of the story. For example, dark and light greens used for grass, trees and islands as well as buttons, and different tones of blue used to represent water and waves, especially important for the trials on the Argo itself. These colors will be used during small visual animations or text boxes, while the yellow and black colors would be used for symbols, or decision buttons, thus always retaining a link to the ancient greek art style. Black and yellow are also the only colors used for our Game logo as it helps to visualize the general idea of the interactive story to users.



Figure 8

b. List of Assets

- Background images (landscapes)
- Minor designs such as trees, vases or other fitting decorations for the atmosphere of the game
- Dagger
- Lyre
- Club
- Arrows
- Monsters
- Amycus' face
- The Argo
- Wide map for the users to watch their progress

- Health icons
- Variety of islands for the map
- Decision buttons
- Actions buttons
- Notification buttons
- Puzzles involving the four tools listed up such as following a pattern shown on the lyre
- Puzzles involving elements of the story, such as opening gates or escaping enemies
- The golden fleece icon
- Dragon icon
- Posters
- UI sketches for each platform
- Instruction blocks (if needed)
- Alternative endings
- Minor animations
- Object icons

c. Example Assets

In terms of using the monsters or Amycus' face, these will be brought up alongside notification icons telling the users that they've encountered an opponent. The king's face may also be integrated into the mini-game where the user is fighting him to show facial expressions if the user is winning or losing.



Figure 9

The minor animations will come into use when users are selecting the island to which they are navigating. Once the location is selected the map will cut to a short sequence of the Argo arriving at the island. These animations will be useful, as depending on which island the users have chosen, the animation will either show clear skies to represent having chosen a safer location, or stormy weather to show a more dangerous choice has been selected. Minor animations may also be used as for buffering icons if the app needs to load.

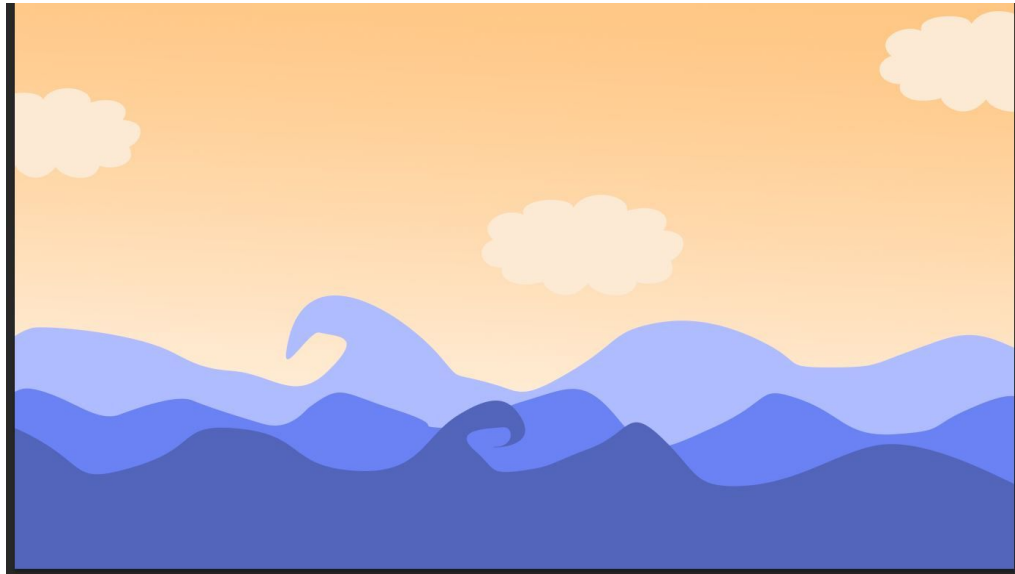


Figure 10

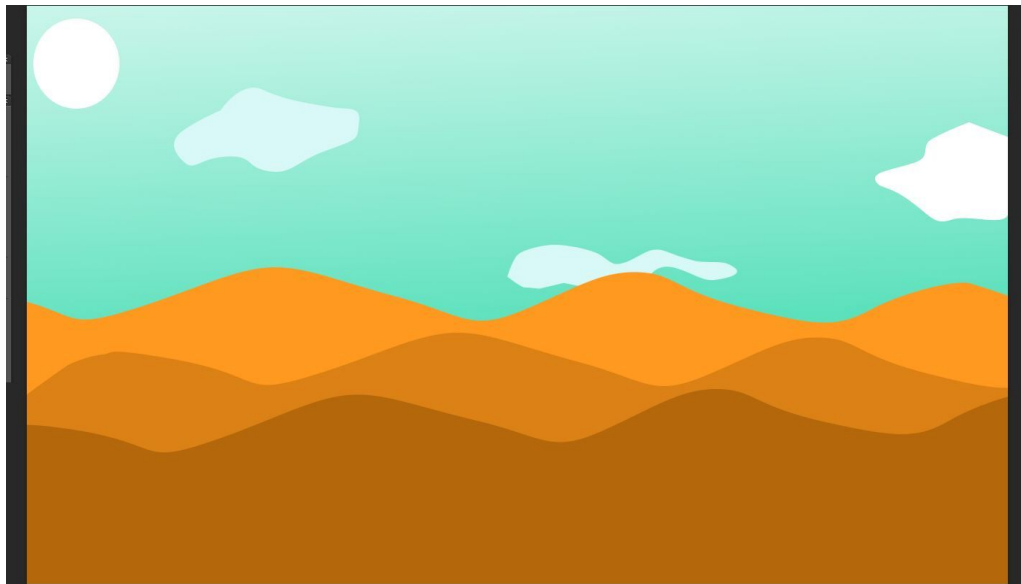


Figure 11

Instruction blocks will be used as hints for the users to use at their own risk. Using a hint to understand how to complete a mini- game or which option would bring better results will result in consequences, whether it be worsening the state of the Argo, or losing items.



Figure 12

In the game, the players will be able to obtain special items or objects to help them get an advantage, whether it be a special weapon or an item that allows the ship to sail faster. In terms of creating designs for the objects, the concept of using a card-type of icon to display the item received similar to the game style of Reign was developed [28].

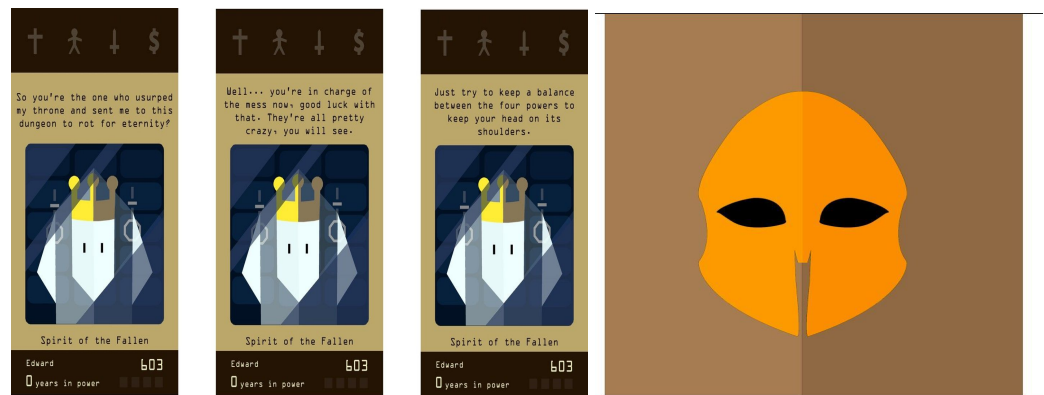


Figure 13

The next design of the games logo was created to see if it would better fit the rest of the game visual style. This meant incorporating rounder object displays, and using a more relevant color scheme.

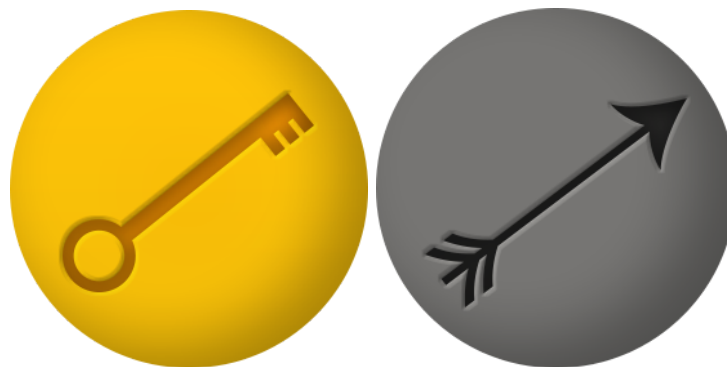


Figure 14

The following images are an early mockup of how the layout of the the mobile interface of the game could be created. As the vision became more clear, some elements of this mockup were removed and replaced with more suitable options.

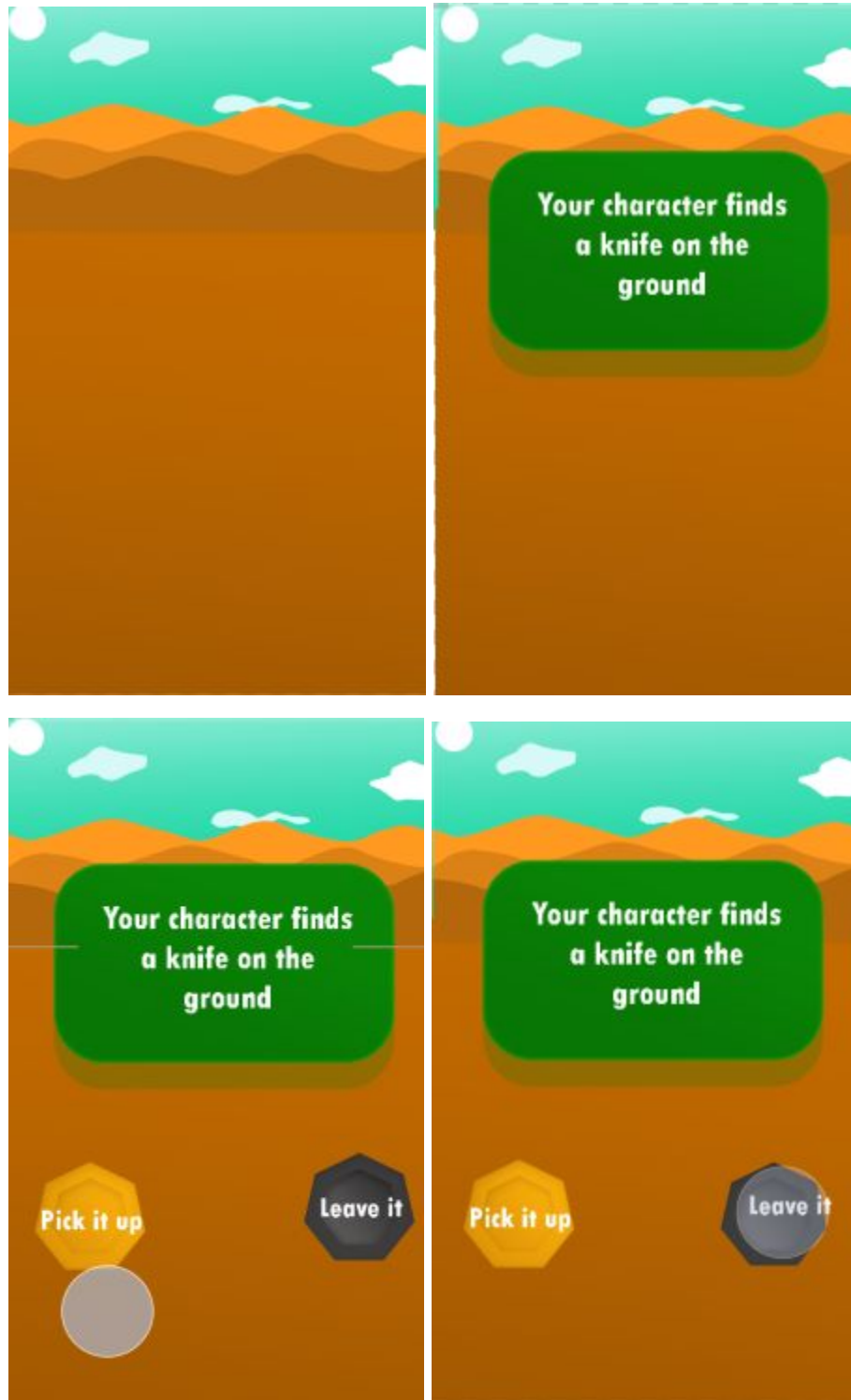


Figure 15

vii. Level Design

a. Level Design Guidelines

There are a series of rules for the creation of the level designs, by which all game content, including all minigames and decisions, must be generated. These rules are known to the game designers, but never stated to the player. The rules are as follows:

1. Provisions statistic will begin at 10, and 3 will be lost upon travelling to each new island
2. Ship health statistic will begin at 100, and “heavy damage” will be a loss of 40, “damage” will be a loss of 20, and “light damage” will be a loss of 10 to this statistic
3. Ship speed is tracked as an additive stat; the team simply gains one ship speed per speed bonus
4. A central map and information about the destinations of the group are displayed on the desktop screen
5. Introductory and concluding story elements (i.e. what happens as they first arrive on the island) will be displayed on the desktop screen
6. All decisions affecting the whole group will be made by Jason on that player’s mobile screen, including, but not limited to, decisions about where to travel
7. Information pertinent to one character will only be displayed on that player’s mobile screen
8. Minigames will be displayed on mobile screens, usually on one player’s screen, independent of the others
9. Some minigames will be displayed on multiple player’s screens, but each player will have different objectives in each minigame, thus:
10. No minigame content will be displayed on the desktop screen, as it isn’t pertinent to the whole team

b. Level Descriptions

For the level descriptions as provided in this document, some clarification should be made about the terms used. “Main screen” refers to the screen that is designed to be the central hub for the four players in the game. “Mobile screen” refers to a player’s phone, and the character of the player in question is noted when described.

i. Introduction

Once players have connected to the server, players are provided with an introduction to their mission. The players' options for their character choices are listed on the main screen. Information about each character is presented to inform the players' choice.

Decision 1a - "Choose your character":

Players are presented with buttons for each character selection on their phones. The buttons become greyed and unavailable as the characters are selected by other players in the team.

Once all players have chosen their character, the players will be shown the map of the islands, and a small animation of the Argo arriving at the first island.

ii. Chapter One

a. Island one

The players arrive on the island, and are welcomed by Cyzicus, King of the Doliones, who describes that the Earthborn live on an island nearby, which is owned by Cyzicus. He asks the Argonauts to help him by defeating the giants.

Decision 1.1a - "Will you go now to the island, or leave in the morning?":

Leave immediately → The group sails to the island with the giants, and Heracles is asked decision 1.1b

Leave in the morning → The group enters into Minigame 1.1.3

Decision 1.1b - " (Heracles) Will you stay with the ship, or go with the group?"

Stay with the ship → Group is entered into Minigame 1.1.1

Go with the group → Group is entered into Minigame 1.1.2

Minigame 1.1.1 - Defeating the Giants without Heracles

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

The team gains some provisions (+2 provisions) by taking them from the giant's lair. If Heracles found the extra oar on the Argo then the team earns +1 sailing. The team has fulfilled the desires of the king, and now must decide to depart in Decision 1.1c.

Minigame 1.1.2 - Defeating the Giants with Heracles

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

The team gains some provisions (+2 provisions) by taking them from the giant's lair. The ship takes damage (-20 ship health) for the giants attacking

their ship while the Argonauts were away. The team has fulfilled the desires of the king, and now must decide to depart in Decision 1.1c.

Minigame 1.1.3 - Defeating the Giants in the Morning

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

The ship takes damage (-20 ship health) as the ship approaches the island. The players are asked if they would like to search for the giants' lair in Decision 1.1d.

Decision 1.1c – “Should you leave now, or wait until the morning?”:

Leave now → The team returns at night to tell King Cyzicus of the results of their exploration on the island. Since they are returning at night, the Doliones mistake them for invaders, and attack the Argonauts. Helpless to do otherwise, they combat the Doliones, killing everyone on the island. The team loses provisions (-1 provisions) to perform funeral rites for their cruel act. They move swiftly on to the next island.

Leave in the morning → The team returns to the king by the light of day, where they are thanked and granted provisions (+2 provisions) and ship repairs (+10 ship health) before departing from the island.

Decision 1.1d – “Should you look for the Earthborn lair?”:

Look → The Argonauts venture through the **Forest Maze** puzzle, only to find the Giants' lair completely empty and destroyed. The players are exhausted from looking for the lair and lose provisions from their supply (-2 provisions). Players decide to leave in Decision 1.1c.

Decide against it → The team prepares to leave the island, and must make Decision 1.1c

ii. Chapter Two

a. Island one

Players arrive and are greeted warmly by the Mysians, who invite the team to their evening merriment. During the evening, some women approach the Argonauts, inviting them into the forest to provide them assistance with their journey. They are very enticing.

Decision 2.1a – “Will you follow the women?”:

This decision has a time limit, and if the players take too long to make their decision, they will automatically go to Minigame 2.1.1, the Nymph Trap.

Follow the women → Minigame 2.1.1

Ignore the women → The Argonauts party all night long with the Mysians, and they sail onwards the next morning. The nymphs offer to let the Argonauts sail to the optional island in Decision 2.1b.

Decision 2.1b - "Will you sail to the island of Bosphorus?":

Sail to Bosphorus → The players make their way to the other island in Chapter two. This option is not available to the players at any other point in the game.

Sail to Chapter three → The players pack up and sail on to Chapter three.

Minigame 2.1.1 - Nymph trap

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

Once the players are able to free themselves from the nymph trap, they make their way back to the festivities where they take a rest. The players lose provisions (-2 provisions) as they recover from nearly being drowned by the nymphs. The players notice that Hylas, one of the Argonauts, is missing.

Decision 2.1c - "Do you tell the truth about Hylas, or lie?":

Truth → Heracles is deeply affected by the death of his companion, and ventures off into the forest alone. When he returns, he is not as mighty a hero as he once was. This will cause him to lose his battle advantages as the strongest of the Argonauts.

Lie → Lying about Hylas's death encourages Heracles to want to stay behind on the island. The Argonauts however, must leave, so they lose some ship speed as they force Heracles to stay on the ship (-1 sailing).

b. Island two

Players arrive on the island and meet Phineus, who tells them his predicament. Phineus was cursed by Zeus to starve; Harpies, the servants of Zeus, swing down at Phineus and steal his all his food.

Decision 2.2a - "Will you help Phineus, or ignore him?":

Help Phineus → Group is sent to Minigame 2.2.1. Players are lead to a nearby sea cliff where the Harpies have their lair.

Ignore Phineus → Phineus is disappointed in the team's decision; the Argonauts explore the island anyway, finding it empty except for the Harpies' lair. Decision 2.2b - "Will you heed Iris's warning?".

Minigame 2.2.1 - Chasing the Harpies

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

If the players successfully chase the Harpies away, Phineus provides the team with information on how to pass through the Symplegades, the crashing rocks that could end the Argonauts' journey. If Zetes did not kill the Harpies, Phineus is able to provide a clear prophecy to the team. They are told that they must send a dove through the rocks to determine if they will pass unscathed or not. The players sail on to the next island.

If Zetes killed the Harpies, then Phineus's foresight will be clouded and he will only be able to provide them the information that they need speed to pass through the rocks. The players will have gained the Harpy feathers, which grant them faster sailing(+1 sailing). The players sail on to the next island.

Decision 2.2b - "Will you heed Iris's warning?":

As the players decide to explore the island, they are given a warning from Iris, the Goddess of the sea and sky, telling the Argonauts to ignore the Harpies.

Heading the warning → players can reconsider their choice and choose a different island to sail to, either the other island in Chapter 2, or on to Chapter 3.

Ignoring the warning → Minigame 2.2.2.

Minigame 2.2.2 - Exploring the Lair

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

If the players defeat the Harpies, they are able to enter the Harpies' lair and gain provisions (+2 provisions), and they also gain the Harpy feathers, which grant faster sailing (+1 sailing). However, killing the Harpies angers Zeus, and the ship takes heavy damage (-40 ship health).

If the players do not defeat the Harpies, then they can not enter the lair and do not loot the lair. The players still suffer heavy damage to the ship (-40 ship health), before sailing onward to Chapter 3.

iv. Chapter Three

a. Island one

Players land on the island, and are welcomed by the pretentious king. The king boasts about his boxing skill, and challenges the group to a match. The text from the script is displayed on the main screen.

Players are asked on the main screen if they would like to fight the king. The player for Jason will have the option on their phone screen to either agree to fight the king, or to refuse.

Decision 3.1a - "Will you accept the king's challenge?":

The team chooses not to box with the king → Group is sent to Minigame 3.1.2 - Battle with the Islanders

The team chooses to box with the king → Group moves on to decision 3b

Decision 3.1b - "Who will box the king?":

Heracles → Heracles declines the boxing match, and the team remains on the decision screen

Anyone else → Group moves to Minigame 3.1.1, where the player that is chosen enters into the boxing match with the king, while the others enter the looting mission

Minigame 3.1.1 - Boxing match

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

If the player completes all the objectives, then they win the match against the king. The island of Bebryces will be renamed after the character who defeated the king, and the character will have the choice of four items:

- Spear
- Spool
- Shield
- Gold

If the player can not complete all the objectives of the boxing match, they lose the match with the king. The team is captured by the islanders and thrown in jail for the night, during which time the Islanders ransack the ship, which gives the Argonauts less provisions (-2 provisions) and less ship health (-20 ship health). The Argonauts are then released, and they may travel on to the next island.

Players can also aim to steal from the king, which if successful, they receive items from the king's vault. There will be the potential for them to gain:

- Provisions (+2 provisions)
- Wood (+10 ship health)
- Rope (+10 ship health)

If unsuccessful, they simply do not receive the items from the vault. The team will not be punished for not successfully completing the looting mission.

Minigame 3.1.2 - Battle with the Islanders

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

If the players win the battle, they can loot the island. The players will randomly receive (blank) of the following items:

- Provisions (+5 provisions)
- Materials to repair their ship (+30 ship health)

If the players lose the battle with the islanders, the Argonauts will all be killed, and their mission will be over.

b. Island two

Players arrive at the island in the midst of conflict between three Amazonian tribes. They aren't greeted particularly warmly, and in fact are seen as a bit of an annoyance. The players have the ability to help one of the tribes to negotiate, and hopefully resolve the conflict.

Decision 3.2a - "Which tribe do you help in this conflict?":

Themiscyreians → Decision 3.2b

Lycastians → Decision 3.2b

Chadesians → Decision 3.2b

No one → Decision 3.2c

Decision 3.2b - "Who will go to each tribe?":

In order to help their chosen tribe, the Argonauts must go to the other two tribes to negotiate matters with them. Two players will be sent to each of the two tribes, and the players will be able to select their preferred tribe individually on their phones, but the options will become greyed and unavailable if two players have already selected to go to that tribe. Once the players decide which of the other two tribes they will visit, then all players are launched into Minigame 3.2.1.

Minigame 3.2.1 - Negotiation

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

The tribe that the players choose to help grants the following prizes:

- Themiscyreians: Hippolyta's Girdle
- Lycastians: A sail (faster sailing)
- Chadesians: Penthesilea Dart

Depending on which pair finished first, the tribe that wasn't negotiated with fast enough takes either provisions from the team (-1 provisions), or slightly damaged the Argo (-10 ship health).

Decision 3.2c - "Do you run from the Amazons, or stay and fight them?":

Run → The Argonauts try to run, but are severely outnumbered. This is game over.

Fight → The Argonauts try to fight, but are severely outnumbered. This is game over.

v. Chapter Four

a. Island one

Players arrive to a quiet island, and are informed by a humble fisherman that there is a market nearby to visit. There, the players meet Lucrecia, the merchant. Lucrecia offers the her wares, and they have the choice of whether they would like to purchase items from her.

Decision 4.1a - "Would you like to buy something from Lucrecia?":

Buy from Lucrecia → Minigame 4.1.1, or Minigame 4.1.2, depending on whether the players have enough money to buy from Lucrecia.

Don't buy anything → The group packs up and moves on to the final island

Minigame 4.1.1 - Buying from Lucrecia

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

The players receive the item from Lucrecia, which will help the players in the final chapter of their adventure. They may receive:

- A magical sword
- Heat resistant armor
- Vial of a sleeping potion

The players are wished well as they travel on to the next island.

Minigame 4.2.1 - Dancing for Lucrecia

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

The players receive the item from Lucrecia, which will help the players in the final chapter of their adventure. They may receive:

- A magical sword
- Heat resistant armor
- Vial of a sleeping potion

The players are wished well as they travel on to the next island.

b. Island two

Players attempt to land on the island, but the Birds of Ares are preventing them from getting to the shore. The players are prompted to send in one player on a rowboat.

Decision 4.2a "Who will row to the island?":

As per all group decisions, the choice is displayed on the Jason's phone screen. The choice of player doesn't affect the play of the island.

Once the player is chosen, the team enters Minigame 4.2.1, where the chosen player must solve a puzzle on the island, and the three remaining players are under attack from the Birds of Ares.

Minigame 4.2.1 Birds of Ares riddle

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

Once the player solves the riddle, they arrive at the bird's nest, which is the key to stopping the birds from attacking. The player has the choice to either take the eggs or break the eggs.

Decision 4.2b - "Will you break the eggs, or take the eggs from the nest?":

Take the eggs → gives health or aids the players in some sense; whatever duration that the player took to solve the riddle will impact the ship's health, as the ship will have been attacked by the birds for that time. However, the crew will have unlimited time to loot the island.

Break the eggs → the flock of birds leave the crew, and the ship does not take any damage. The birds return to find the broken eggs, therefore the crew has less time to loot the island.

(Zetes/Calais) Fly to the Birds → in the case of the player choosing Zetes/Calais, the birds will fly away from the ship, leaving the ship unharmed, and they crew will have unlimited time to loot the island once they land.

The loot on the island is as follows:

- Wood (+10 ship health) (x3)
- Fruits (+1 provisions) (x2)
- money/gold (+30 gold) (x2)

If the group only has limited time to loot the island, then they will be randomly granted 3 of the 7 options. Otherwise, the group will be granted all 7 prizes from looting the island. The players then travel to the final chapter of their adventure.

vi. Chapter Five

a. Island one

The players arrive at Colchis, the land that holds the fabled Golden Fleece. The Argonauts meet with the King here, Aeëtes, to discuss how they might retrieve the Fleece. He informs them that they must complete three trials, and the Fleece will be at the third trial. If they complete all three, then the Fleece is theirs for the taking, but getting the Fleece will hold much risk.

They are prompted to meet with Medea, the Daughter of Aeëtes.

Decision 5.1a - "Would you like to meet with Medea?"

Meet with Medea → Minigame 5.1.1

Don't meet Medea → Minigame 5.1.2

Minigame 5.1.1 - Meeting with Medea

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

Players meet with Medea; depending on how much they have to offer, Medea will provide them with information and tools to complete the trials ahead of them. After their meeting with Medea, the Argonauts are ready to begin the trials with Minigame 5.1.2.

Minigame 5.1.2 - Bronze Bulls

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

If the players are unprepared to approach the bulls, then the players are not able to complete this trial. The players face game over. However, if the players do plow the field with the bulls, they are congratulated by Aeetes and Medea, before entered into Minigame 5.1.3.

Minigame 5.1.3 - Skeletal Warriors

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

The players have several ways to prepare to face the skeleton army, but if they remain unprepared, they will again be unable to complete this trial, resulting in the team's journey to end. However, if the players do successfully defeat the skeletal warriors, they are congratulated by Aeetes and Medea, before entered into Minigame 5.1.4, the final trial.

Minigame 5.1.4 - The Golden Fleece

For full minigame descriptions, see *Appendix B: Minigame Walkthroughs*.

End

If the players are able to put the dragon to sleep, then they sneak past the dragon and retrieve the Fleece with ease. Otherwise, if they slayed the dragon, then they may also retrieve the Golden Fleece. This marks the end of the players' journey, and they are congratulated and presented with the conclusion to the story.

If players were unable to slay the dragon, then the players are killed, and fail their mission to retrieve the Golden Fleece in the last trial that they had to complete.

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ix. Appendices

Appendix A: Story Script

i. Introduction

All:

Your story takes place long ago in ancient Greece, where the line between myth and reality blurs as man and monster battle for supremacy under the watchful eyes of the gods of Olympus.

In the land of Iolcus, the power-hungry Pelias usurps his half-brother Aeson to take the throne. Told by an oracle that he would himself be dethroned by one of Aeson's descendants, he jails the former ruler and executes his children - all save for Jason, who is sent by his father to live hidden in the mountains.

Jason returns years later to challenge his uncle, whereupon he is prompted to name how he would react to a prophecy foretelling his death by the hand of one of his own citizens. In response, he claims that he would seek out the Golden Fleece, a mythical ram's wool hidden in the land of Colchis.

Gathering upon the legendary Argo a crew of the greatest heroes of the era including the Dioskouroi Kastor and Polydeuces, the winged brothers Zetes and Calais, and even the mighty Heracles, Jason embarks on an epic quest to the land of Colchis to retrieve the fleece and regain his birthright.

You will assume the role of these legendary warriors in their quest to retrieve the Fleece; please select your character.

Jason intro:

Trained by the legendary Chiron, instructor of heroes, Jason is a strong-willed and cunning warrior, as well as the captain of the Argo and leader of the Argonauts.

Polydeuces intro:

A Son of Zeus and twin to Kastor, Polydeuces is an experienced fighter and adventurer renowned for his strength and skill, particularly in hand-to-hand combat.

Heracles intro:

A Son of Zeus and mightiest of all the Argonauts, Heracles is a legendary warrior known across the ancient world for his incredible divine strength.

Zetes/Calais intro:

Twin sons of Boreas of the North Wind; Zetes and Calais are renowned adventurers known for their feathered wings, gifts from their divine father allowing them to fly.

ii. Chapter One

All:

After days upon the open sea, you find yourselves approaching the Phrygian mainland; a beautiful and prosperous land inhabited by the peaceful Doliones. Making landfall, you are greeted by their king, introducing himself as Cyzicus. Enjoying their hospitality, you tell them of your quest.

(Cyzicus) "Hasty as you are I am sure to continue on your journey, I must confess that we have a problem of our own. You see, to the west lies an island bridged by sand, on which lies a foreboding mountain peak.

On that mountain live a tribe of giants, mighty six-armed men known as the Earthborn. Typically quite territorial, they have of late been making advances towards our mainland, threatening our farms and villages.

If you would find yourselves wanting, please assist us in driving them out; you will be justly rewarded. Regardless, that may wait till the sun rises on the morrow. Please, enjoy the festivities until evening falls."

Seeing no reason to refuse their proposal, you agree to aid the Doliones in defeating their aggressors. However, a choice lies before you: will you leave immediately and storm the island under the cover of darkness, or wait till the morning to further prepare? (Now (1) / Morning (2))

All (1):

Setting out, you sail towards the foreboding isle you hear locals refer to as the Mount of Bears. Anchoring the Argo in a bay towards the island's western tip, you make landfall and head towards a large expanse of forest leading towards the mountain itself.

Heracles (1):

Setting out, you sail towards the foreboding isle you hear locals refer to as the Mount of Bears. Anchoring the Argo in a bay towards the island's western tip, you make landfall and head towards a large expanse of forest leading towards the mountain itself.

Feeling slightly groggy following the festivities - being no stranger to fine wine - you find yourself debating whether to continue on with the group, or stay behind to watch the ship. (Ship (A) / Group (B))

All (except Heracles) (A):

Leaving Heracles behind to guard the ship, you continue on into the woods.

(minigame)

Emerging from the other side of the treeline, you find yourselves nearing the base of the mountain. Ahead, you see the mouth of a monstrous cave, likely the lair of the Earthborn on the island.

Approaching the entrance, you are surprised to find it empty aside from various foodstuffs and pelts - some of which were no doubt plundered from farms on the mainland. With provisions in hand and nothing else of interest about, you begin to make your way back to the Argo...

All (B):

Readying your weapons, you continue on into the woods.

(minigame)

Emerging from the other side of the treeline, you find yourselves nearing the base of the mountain. Ahead, you see the mouth of a monstrous cave, likely the lair of the Earthborn on the island.

Approaching the entrance, you are surprised to find it empty aside from various foodstuffs and pelts - some of which were no doubt plundered from farms on the mainland. With provisions in hand and nothing else of interest about, you begin to make your way back to the Argo...

All (Except Heracles) (A):

Returning to the bay, you find the ship under attack! The Earthborn must have seen the ship coming and waited in ambush while you set out to find their lair. Thankfully, the mighty Heracles was present to guard the Argo from their initial assault, leaving the ship undamaged and their numbers halved.

Readying your weapons once again, you prepare to face the brutes in battle!

(minigame)

Heracles (A):

Resting under a tree by the shore, you suddenly hear the sound of a twig snapping under a heavy footstep. Readying your club, you rise to see a monstrous figure approaching you, six arms outstretched. An Earthborn!

They must have seen the ship coming and hidden while the rest of the crew abandoned the ship to hunt them down, waiting for their chance to strike. Little do they know that you are the son of Zeus; with your own mighty strength, you prepare to face the brutes.

All (B):

Returning to the bay, you find the ship under attack! The Earthborn must have seen the ship coming and waited in ambush while you set out to find their lair. Without any of the crew to defend it, the Argo was ransacked and clearly damaged in the initial assault.

Thankfully, you have arrived in time to prevent any further destruction. Readying your weapons once again, you prepare to face the brutes in battle!

(minigame)

All (post-minigame):

As the last of the Earthborn falls to the ground, you emerge victorious. With the moon still high and your enemies defeated, do you wish to return to Cyzicus to tell him of your victory immediately, or rest and wait until the following morning? (Now (i) / Morning (ii))

All (2):

After a good night's rest, you set out at dawn to sail towards the foreboding isle you hear locals refer to as the Mount of Bears. Approaching a bay towards the island's western tip, you have scarcely made landfall when you hear a loud rumbling chant.

Looking towards the mountain, you see large boulders flying down towards the ship! Many of the rocks fly into the bay, though several collide with the Argo with a painful crash. Before you can ready yourselves for the next wave, you see large figures approaching from a nearby treeline.

Tall and muscular, each with six arms at the ready, these must be the Earthborn! Having seen your ship approach, they were ready to attack once you were on foot. Readying your weapons, you prepare to face the brutes.

(minigame)

All (post-minigame):

As the last of the Earthborn falls to the ground, you emerge victorious. With the sun still high and your enemies defeated, do you wish to explore the rest of the island to search for their lair, or will you return to Cyzicus to tell him of your victory? (Explore (a) / Return (b))

All (b):

Not wishing to stay on the foreboding isle any longer, you once again find yourselves with the choice to set sail immediately, or rest and wait until the evening? (Evening (i) / Now (ii))

All (a):

Venturing into the forest, you follow the marked paths from which the giants hurled their boulders to a large cave at the foot of the mountain itself. Exploring its interior, you find it completely emptied, their food stores either hidden or destroyed in preparation for the battle.

Exhausted from the search and eager to return, you consume several provisions to regain your strength before again coming to a decision: will you set sail immediately, or rest and wait until the evening? (Evening (i) / Now (ii))

All (i):

Under the light of the moon, you sail back towards the mainland. Making landfall near Cyzicus' city, you find yourselves under attack! A regiment of soldiers with their swords drawn come down upon the crew, though with your heroic prowess you easily defeat them. As their leader falls, he removes his helmet, revealing his identity: Cyzicus himself!

(Cyzicus) "Would that we had known! My apologies, son of Aeson, for in the darkness we thought you to be invaders come to attack our fair city. I pray for your forgiveness, and beseech you to see us on to the next world..."

Bitterly ashamed of your actions, you perform funeral rites for the king and his men and, after informing the townsfolk of the terrible turn of events, depart the island en route to the next destination in your quest...

All (ii):

Under the beating sun, you sail back towards the mainland. Making landfall near Cyzicus' city, you find a party awaiting your arrival, with the king himself in attendance.

(Cyzicus) "Welcome back Argonauts, and praise be to you! We cannot thank you enough for what you've done for us. If there is anything we can do to help you on your journey, let us know and we will be delighted to oblige."

(option to repair the ship or grab provisions)

Having finished your business here, you depart the island en route to the next destination in your quest...

iii. Chapter Two, Location One

All:

Moving forward, you soon find yourselves approaching a beautiful landscape of sloping hills and dense forests. You are greeted by a party of locals upon landing who introduce themselves as citizens of the land of Cius and offer you gifts of provisions and supplies.

After spending the day happily restocking and repairing the Argo, you gather with the villagers to celebrate your arrival and pray to the divine Apollo, the patron god of their land. In the midst of the merriment, several beautiful young women make their way towards you.

Introducing themselves as daughters of an oracle living deep in the woods, they invite you to accompany them into the forest to meet with their mother and find guidance for the trials you will face in your quest.

Will you follow the maidens into the forest, or ignore their offer and continue to enjoy the festivities? (Follow (1) / Ignore (2))

All (1):

Intrigued by their offer, you follow the women into the depths of the wooded expanse, the tall trees feeling increasingly foreboding as the sun finally sets. After what feels like hours, the merry wine having skewed your sense of time, you find yourselves in a small clearing circled by a large stream.

Suddenly, you feel a cold breeze cut through the warm summer air; the stream begins to froth as a mist rolls into the clearing, obscuring your vision and separating you from your crewmates. You hear high-pitched giggles echo around you, and quickly make the connection.

The maidens were clearly nymphs of the stream, though unlike most are of the variety that are quite mischievous. Their goal is likely to separate each of the crew from one another to find themselves consorts to drag down into the stream. You must find your crewmates and escape the mist quickly, lest you be trapped forever!

(minigame)

All (Except Polydeuces) (Post-minigame):

Having (done whatever to complete the minigame), you escape the clearing and make your way back to the celebration grounds. On the way, you check to make sure all who left with the nymphs returned with the group. You quickly notice that all but one crewmate, Heracles' companion Hylas, are present.

Polydeuces (notification to keep this secret):

Having (done whatever to complete the minigame), you escape the clearing and make your way back to the celebration grounds. However, it is with a heavy heart that you recall seeing Heracles' companion Hylas being dragged down into the stream in a nymph's embrace.

Knowing this information will be a heavy burden to Heracles, will you tell him the truth of the lad's disappearance, or concoct a lie? (Truth (A) / Lie (B))

All (A):

Once you come to a stop and fully regroup, Polydeuces approaches the group to recount what happened to Hylas during the escape. Embraced by a nymph, he was dragged down into the stream, never to return.

While the crew mourns his passing, Heracles himself goes into a fit of tearful rage, disappearing back into the forest. Though he returns to the group after a time, you

can tell his demeanor has changed; he is no longer the boisterous hero he was before.

With the embers of the celebration finally dying down, you take the opportunity to get some rest; rising with the morning sun, you embark on the next leg of your journey, eager to leave the land of the nymphs behind...

All (B):

Once you come to a stop and fully regroup, Polydeuces approaches the group to recount what happened to Hylas during the escape. Wounded by a sharp branch as he ran, he motioned Polydeuces to return with the group to the celebration grounds while he made haste to Cius to treat his wound.

Knowing that such an injury will take time to heal, you opt to leave him behind in the city while you continue on. Rising with the morning sun, you embark on the next leg of your journey, eager to leave the land of the nymphs behind...

All (2):

Disregarding the motions of the maidens, you remain at the celebration; after several attempts you see them return to the forest whence they came looking quite annoyed. Partying well into the night, you soon drift off to sleep.

Rising with the morning sun, you thank the locals for their hospitality and make for the Argo, sad to leave yet excited to embark on the next leg of your journey...

iv. Chapter Two, Location Two

All:

Continuing on, you find yourselves steering the ship through the harsh waters of the eddying Bosphorus. Waves like steep mountains crash over the ship tossing it every which way, though by the skill of your helmsman you pass through unscathed.

You soon arrive at a coast identified by a crewmate as the land of Bithynia, whereupon you encounter several travellers who mention there being nothing much of interest in the area aside from a local oracle by the name of Phineus.

Inquiring into his whereabouts, are left with a choice; will you visit the oracle in hopes of finding useful information for concerning your quest? Or will you explore elsewhere on the barren land to find supplies before heading onwards? (Oracle (1) / Explore (2))

All (1):

Thanking the travellers for their help, you follow a rocky path along the coastline to a small shack, well-worn by years of wind and sea-spray. As you approach, a decrepit old man emerges, clearly overjoyed as he hobbles towards you.

(Phineus) "Bravest of all the Hellenes, praise be! In yer quest for the golden fleece, by my divine gift I did foresee yer arrival! In the name of Zeus, lord of Olympus I beseech ye, please help me! In exchange for freeing me from my curse, I would see that ye are prepared for troubles ahead..."

Granted prophetic visions by Apollo himself, Phineus tells you of his past; having too often shared the workings of the gods with his fellow mortals, he was fated to live eternally old and blind, and whenever he should find food it would be snatched away by Harpies, the wicked winged servants of Zeus.

Having understood his plight and contemplated his offer, will you offer to aid the oracle in ridding himself of the curse? Or will you decline, and depart the rocky shore to explore the rest of the coastline? (Help (A) / Leave (2 - i))

All (A):

(Phineus) "Blessed be ye! These accursed Harpies, swooping down from their den of destruction... how I long for a meal! With yer great skills, I do believe ye can oust them from their evil lair among the rocky cliffs. Come, and I shall show ye where it lies."

You accompany the hermit down a perilous path to an inlet lined with jagged cliffs and filled with the constant crashing of wind and waves. There looks to be the semblance of a path leading up the steep cliffs, shrouded in a heavy mist.

(Phineus) "Behold, the feeding grounds of those heinous creatures. Their lair lies somewhere in these cliffs, though the mist has made the path far too dangerous to traverse. We must tempt them to come to us! Quick, find some food and bring it here!"

(maybe a minigame - alternatively, can offer 1 provision)

Within moments of handing the food to Phineus, an inhuman screech pierces your ears and echoes over the rocks. Swift as the wind itself, three grotesque creatures swoop down from above and swipe it from his hands, their powerful wings clearing the mist to reveal a dark and foreboding cave entrance.

Not missing a beat, the sons of Boreas take to the skies, keeping pace with the beasts as they chase them into the clouds.

(group splits)

Z/C:

Fast as the creatures may be, your mighty wing flaps keep you in hot pursuit, following the creatures far away from Phineus' coast and out into the ocean. While the chase is tiresome, you begin to see the Harpies' speed faltering much quicker than your own, and begin to close the gap.

Before you are able to strike with your blade, you hear a divine voice call down from above. Slowing to a stop, you turn to see a beautiful maiden floating down towards you, clad all in white and emitting a soft shine.

(Iris) "Greetings, sons of Boreas. In keeping watch over your journey, I, Iris of the rainbow, have come to offer you a warning. It is not lawful to strike down the hounds of Zeus; should you retreat, I will give you a pledge, that hereafter they shall no longer draw near to Phineus."

With the goddess' offer in mind, will you continue to pursue the beasts through to clouds, or heed her warning and return to Bithynia? (Chase (i) / Retreat (ii))

Z/C (i):

Disregarding Iris' warning, you resume your chase, quickly catching up to the wretched creatures as they desperately try to escape. Unsheathing your blades, you make quick work of the pack before heading back to the inlet, excited to tell the group of your success.

Z/C (ii):

(Iris) "A wise move, sons of Boreas. I hereby take an oath by the waters of the dreadful Styx that the Harpies shall never again approach the home of Phineus, son of Agenor, for so it is fated." Following her pledge, she leaps back into the sky, returned to her home of Olympus.

Having taken care of the wretched creatures, you make haste to return to the inlet, excited to tell the group of your success.

All (Except Z/C):

As the winged brothers take to the skies, your attention turns to the newly unveiled entrance to the Harpies' lair. Ascending the perilous stairs, you peer into the jagged cave entrance.

Across the floor lie various assorted bones and food scraps, likely caught hunting local birds and fish. While there seems to be nothing else of note about, keen-eyed Heracles directs the group's attention towards a hastily assembled and well-hidden doorway towards the back of the den.

Upon closer inspection, the door appears to have been assembled from planks of driftwood, though flimsy as it seems it refuses to open, even facing Heracles' mighty strength without so much as a creak.

Clearly locked shut by some spell, will you continue to search for a way to open the strange door, or return to the inlet entrance and wait for the brothers to return?

(Leaving this here, will return to it if/when we decide what the minigame here will look like)

All ((Except Z/C) (Open door):

Dispelling the last of the magic surrounding the door, you swing it open to find not gold or jewels, but rather an abundance of preserved meats and other foodstuffs. Clearly items taken from Phineus' grasp that the Harpies themselves did not wish to eat, they are a formidable bounty for your journey ahead.

Not wishing to make light of the find, you return to the cave entrance and wait for the return of the winged brothers, more hands being necessary to transport all of the provisions.

All (Brothers return) (Killed Harpies):

Reunited as a crew once more, you return to the cave to take your plunder. Carrying as many provisions as you can, you leave the inlet with Phineus in tow and begin to make your way back to his hovel. On the way, you are suddenly blinded by a bright flash followed by a deafening crack.

Looking towards the Argo off in the distance, you see another flash as a bolt of golden lightning tears into the ship, setting the sails aflame. Looking to Phineus for answers, he explains that the bolts were thrown by mighty Zeus himself, one for each of his loyal Harpies the brothers cut down.

Ashamed of your mistake yet hopeful as the ship, while damaged, does not appear to be sinking, you return to the oracle's shack and begin to prepare a feast to celebrate Phineus' liberation from his tormentors. Ever grateful, he fulfills his end of the bargain.

(Phineus) "Leaving this place, ye will at some in point in your journey encounter twin Cyanean rocks where the two seas meet... ever clashing against one another, no one has passed through alive; no mortal ship is swift enough to pass through, and is quickly crushed in the surf.

There is one way to pass through, however. Find yerselves a dove, and let it fly. Should it pass through unscathed, ye are destined to proceed; should it perish, let yer adventure come to an end, for the gods will have deemed ye unworthy to pass. I cannot thank ye enough for ending my plight, and wish ye the best of luck in yer journey!"

Thanking the old man and enjoying the remainder of the feast, you rise at dawn and, after ensuring the battered Argo is still ship-shape, set off to the next destination in your quest...

All (Brothers return) (Did not kill Harpies):

Reunited as a crew once more, you return to the cave to take your plunder. However, as soon as you attempt to reenter the cave to take your plunder, you hear a screech and find the entrance barred by angry Harpies. Once again heeding Iris' warning, you leave the inlet with Phineus in tow and begin to make your way back to his hovel.

Disheartened by returning empty-handed, you nonetheless return to the oracle's shack and begin to prepare a feast to celebrate Phineus' liberation from his tormentors. Ever grateful, he fulfills his end of the bargain.

(Phineus) "Leaving this place, ye will at some in point in your journey encounter twin Cyanean rocks where the two seas meet... ever clashing against one another, no one has passed through alive; no mortal ship is swift enough to pass through, and is quickly crushed in the surf.

There is one way to pass through, however. Find yerselves a dove, and let it fly. Should it pass through unscathed, ye are destined to proceed; should it perish, let yer adventure come to an end, for the gods will have deemed ye unworthy to pass. I cannot thank ye enough for ending my plight, and wish ye the best of luck in yer journey!"

Thanking the old man and enjoying the remainder of the feast, you rise at dawn and, after ensuring the battered Argo is still ship-shape, set off to the next destination in your quest...

All (2 - i):

Not wishing to risk angering the gods by aiding an old man under their curse, you return to the coastline to explore and hopefully find something worthwhile before departing. (2)

All (2):

Exploring the wide expanse, you find the coastline as barren as it looked from afar. Collecting as much food as you can from scrubby foliage, you are all but ready to depart when you see a strange creature hunting among rocks along the shore.

Eager to catch something with meat on its bones rather than living on berries, you loose an arrow at the beast and watch it collapse. Retrieving your prey, you eagerly rush to collect it only to find it no bird, but rather a grotesque beast you recognize as a Harpy!

Seeing that the single arrow was not enough to finish the beast and wishing to avoid bringing upon yourselves a flock of them, you remove the arrow as well as, having heard legends of their great speed, several of its tail feathers.

Returning to the Argo, you add your scavenged provisions to your supplies and, as a trinket for good luck, tie the feathers to the ship's sails before heading on your way, eager to depart the barren land and make your way towards the next destination in your quest...

v. Chapter Three, Location One

All:

The ship draws near a small isle, dotted in the distance by what you make out to be farmland and ox-stalls. As you land, you are greeted by a welcoming party led by a tall, muscled figure who introduces himself as Amycus, King of the Bebrycians.

The king makes no attempt to hide his arrogance, demanding that the group explain their purpose as well as explaining the singular law of his land - that none who enter his kingdom are permitted to depart without besting him in a trial of boxing, refusing to do so being punishable by death.

How do you respond to this challenge? (Yes (1) / No (2))

All (1):

(Amycus) "So you think to best me, the greatest warrior in this land and conqueror of many a neighbour? Excellent! Select your bravest and usher him into the ring. Should you win, I will permit you to take whatever you please from my vaults.

Should you lose, however, you will spend the night sleeping with the pigs, and my men will have their way with your ship. Now, which one of you will face me in combat?"

(Jason) Select a party member to enter the arena: (Jason (A) / Z-C (B) / Polydeuces (C) / Heracles (*))

(*):

Despite his status as the mightiest of the Argonauts (or possibly because of it), Heracles informs the group that his overwhelming divine strength would likely give the king's men reason to suspect foul play - and thus declines the position. (Return to vote (-Heracles))

A:

(Amycus) "So it is the leader of this merry crew who thinks himself stronger than I. Come, son of Aeson, and we shall see if the rumors of your divine heritage are true!" (enter minigame)

B:

(Amycus) "Ah, one of the famed winged siblings. Come, son of Boreas, and we shall see if the favour of the winds aids you in a battle of fists!" (enter minigame)

C:

(Amycus) "A fight without your brother by your side? How unlike you, son of Zeus. Come, and we shall see if your father's strength proves worthy!" (enter minigame)

All (1 - 1) (Victory):

With his final mighty blow the hero strikes down the braggart king, much to the surprise of his retainers, who albeit angered acquiesce to his terms and usher you to accompany them to their city's royal vaults.

Inside, you find yourselves among rolling hills of wealth, gold and trinkets undoubtedly plundered from his countless vanquished foes. The retainers motion to the trove with the precedent that, should you choose something other than gold, you take that item alone.

You narrow the decision down to four options: an ancient spear said to have been used in the hunting of magical beasts, a spool of white thread from which emanates a faint sound of whistling, a finely detailed shield embossed with the head of a gorgon, and finally several pouches of gold coins.

(Jason) Which bounty do you choose? (spear (A) / spool (B) / shield (C) / gold (D))

A:

When held, the spear emits a faint glow and imbues its wielder with a divine vigor! This will surely prove useful in the battles to come.

B:

The spool of thread is in fact, unbeknownst to the Argonauts, woven from hair taken from a water nymph from the isle of Cius - using it to repair a small portion of the Argo's sails, a member of the crew has unwittingly empowered the ship with marvelous grace over the waves, greatly improving its speed!

C:

Even with its solid frame and intricate design, the shield proves to be nothing more than a sturdy companion in battle.

D:

You stuff three small chests full with drachma, healthily bolstering your budget for supplies and ship repair.

All:

Content with your bounty, you move to depart the island, eager to see what lies in store for the next leg of your journey...

All (1 - 2) (Defeat):

Though the hero fought valiantly, they were unable to best the king's strength and skill. Keeping your word, you spend the night on dusty ground away from the ship. Rising at dawn, you return to the ship to find its sails slashed and provisions severely depleted.

Disheartened and dishevelled, you depart the island, praying for safe passage to the next destination in your quest...

All (2):

(Amycus) "So you upstarts seek to break the cardinal rule of my kingdom? Very well, I trust I will not find your corpses here when I return. Kill them!" (enter minigame)

All (2 - 1) (Victory):

Defeating the last of the Bebrycian soldiers, you loot their belongings for provisions before hastily retreating from the island, with no desire to provoke the king once more by entering the city itself.

All (2 - 2) (Defeat):

Bested by the king's troops, you are mercilessly slaughtered while the Argo is razed to the ground, bringing your quest to a tragic end.

vi. Chapter Three, Location Two

All:

Speeding onward, you soon approach the delta-land of Assyria. The sky begins to darken and the seas become rough - a storm is brewing. Eager to make landfall before conditions worsen further, you sail towards the nearest bay and lay anchor before stepping ashore.

Within moments, you hear the clanking of steel and footsteps as a group of mysterious figures surrounds you, weapons drawn. Interestingly, you notice the group is in fact split, with three clear factions within; the first group is clad in traditional hoplite armor, while the second and third wield peculiar hooked swords and modest javelins.

Each group sends forth a representative, all of whom are clearly wary of the others. When the hoplite begins to speak, it is not with the gruff, masculine voice you expect. These are Amazons, mighty warrior women feared by all across the Mediterranean for their battle prowess and ruthless nature!

Introducing themselves as warriors from the Themiscyreian, Lycastian, and Chadesian tribes respectively, they demand to know your identities and the purpose of your arrival. As soon as you utter a word, you see their eyes glint with malice.

Acutely aware that playing by their rules will spell danger, you must make a decision: will you make a run for the Argo, praying to escape unscathed, or will you attempt to pit your foes against one another in the hope that they may lose interest in your crew? (Run (A) / Talk (B))

All (A):

Kicking up a wall of sand before making your escape, you hear the Amazons grunt in anger and begin to make their chase. Narrowly dodging volleys of javelins, you may either take a stand and fight or continue to run; either way, your chances of escape are slim. (Fight (1) / Run (2))

All (1):

Despite your heroic strength and skill, you are hopelessly outnumbered; torn apart by sword and spear, your adventure ends here at the hands of the deadly Amazons...

All (2):

Continuing your run across the sand, you begin to falter as your stamina depletes. On particular misstep proves to be your last as you fall to the ground one by one, torn apart by mighty javelins. Your adventure ends here at the hands of the deadly Amazons...

All (B):

Figuring you will have a better chance of survival siding with one of your foes, you move to compliment one of your opponents while denouncing the rest; which will you choose, the stoic Themiscyreians, the crafty Lycastians, or the vicious Chadesians? ((i) / (ii) / (iii))

All (i):

Thinking them the most sensible of the three, you opt to back the hoplites. Sensing you are no threat yet wary of their peers, the tribes disperse. Accompanying the Themiscyreians to their village, you are greeted by their queen, the legendary Amazon Hippolyta.

Skeptical of your allegiance yet intrigued by what you may offer as a tool in their conflict, she explains the current situation in the region; unrest following a vicious attack by a mysterious group her people believe to be one of the other two tribes feigning ignorance.

Seeing an opportunity to appease the clans and make your escape, you offer to help quell the conflict by negotiating with the others on Hippolyta's behalf - an offer she graciously accepts.

All (ii):

Thinking them the most cunning of the three, you opt to back the Lycastians. Sensing you are no threat yet wary of their peers, the tribes disperse. Accompanying the sword-wielders to their village, you are greeted by their queen, the legendary Amazon Antiope.

Skeptical of your allegiance yet intrigued by what you may offer as a tool in their conflict, she explains the current situation in the region; unrest following a vicious attack by a mysterious group her people believe to be one of the other two tribes feigning ignorance.

Seeing an opportunity to appease the clans and make your escape, you offer to help quell the conflict by negotiating with the others on Antiope's behalf - an offer she graciously accepts.

All (iii):

Thinking them the strongest of the three, you opt to back the javelin-wielders. Sensing you are no threat yet wary of their peers, the tribes disperse. Accompanying the Chadesians to their village, you are greeted by their queen, the legendary Amazon Melanippe.

Skeptical of your allegiance yet intrigued by what you may offer as a tool in their conflict, she explains the current situation in the region; unrest following a vicious attack by a mysterious group her people believe to be one of the other two tribes feigning ignorance.

Seeing an opportunity to appease the clans and make your escape, you offer to help quell the conflict by negotiating with the others on Melanippe's behalf - an offer she graciously accepts.

All:

Departing the village, you decide to split into pairs to cover more ground, with each duo visiting a different tribe. How will you be dividing yourselves?

(Players split into 2 groups of two)

(Arrival at village, negotiation mini-game takes place for each group)

All (successful negotiation):

Having appeased the (insert tribe) and quelled the conflict in the region, you return to the (insert chosen tribe) village to speak with (insert queen).

All (groups rejoin):

(Queen) "Noble Argonauts, we cannot thank you enough for what you have done for our fair land. To repay you, we grant you use of our most powerful and treasured artifact in your quest."

All (Themiscyreians aided):

For aiding the Themiscyreians, Queen Hippolyta has gifted you her own legendary girdle, a magical waist belt granting her divine strength! Thanking you once more, the Amazons escort you back to the Argo. Embarking once more in high spirits, you are eager to find what the next step of your adventure has in store...

All (Lycastians aided):

For aiding the Lycastians, Queen Antiope has gifted you a wondrous iridescent cloth - by stitching it to the Argo's sails, you will traverse the sea much more swiftly! Thanking you once more, the Amazons escort you back to the Argo. Embarking once more in high spirits, you are eager to find what the next step of your adventure has in store...

All (Chadesians aided):

For aiding the Chadesians, Queen Melanippe has gifted you her the legendary spear of Penthesilea, a weapon crafted by the divine Hephaestus himself! Thanking you once more, the Amazons escort you back to the Argo. Embarking once more in high spirits, you are eager to find what the next step of your adventure has in store...

vii. Chapter Three, Symplegades

All:

Following the eddying current, you begin to hear a resounding thud, ceaseless and locked to regular intervals. Passing through a winding strait hemmed on both sides by rugged cliffs, you make out the source of the crashing: the Symplegades, the legendary clashing rocks!

Great cliffs of stone forever crashing against one another with such speed and force to sink even a ship built of iron, they have stayed the terror of seafarers since time immemorial. With the current growing stronger and the rocks themselves growing ever closer, you must find a way to safely pass through before it is too late!

All (Learned the dove trick from Phineus):

Recalling the advice of the old oracle himself, you follow Phineus' instructions. Sighting a flock of doves resting on a nearby rocky outcrop, the sons of Boreas entice one towards the ship. Catching it in your hands, you ready to release it as you approach the rocks.

Waiting as long as you can bear, you let the bird fly, keeping a close eye as it passes through. When the helm is scarcely an oar's length from being crushed to smithereens, you suddenly see the bird return, unscathed from its dangerous plight.

With renewed vigor, you put all your strength to rowing, and with a mighty bellow propel yourselves through the opening mere moments before the rocks crash together once more. Relieved, you do not rest for long before setting off on the next leg of your journey...

All (did not speak to Phineus):

Need a way to use the speed upgrades in such a way that the players will know to look for them next time if they don't have them

viii. Chapter Four, Location One

All:

Sailing onwards, you soon approach a wide headland crested with high mountains and rolling fields. Greeted by a fisherman upon landing, he describes the land as the domain of the Mossynoeci; a peaceful people dwelling among the mountains.

Making your way towards their central village, you are welcomed warmly and with much hospitality. The mountain village is clearly the hub for many a merchant trader, hosting an eclectic bazaar with many wondrous sights to behold.

Among them, you find a stall run by an old woman who introduces herself as Lucrecia, a humble merchant. Though on the surface much like her competitors, her wares give off a subtle aura of power, one with which you heroes with your divine blood are finely attuned.

(Lucrecia) "Intrigued by my wares, son of Aeson? Indeed, I know who you are, as well as why you pass through here. Worry not, I have no intent to harm you - far from it! You may find my trinkets quite useful in the trials to come, though I will not be giving them away free of charge..."

(will fill in when we decide how things will play out)

All (leaving):

Pleased with your spoils, you depart the land of the Mossynoeci in high spirits, eager to begin the final chapter of your quest...

ix. Chapter Four, Location Two

All:

Sailing onwards, you suddenly hear a supernatural shriek. Looking skyward, you see what appears to be a typical seabird. However, as it approaches the ship it suddenly dives towards you, flapping its wings in an unnatural arc. As it does so, its feathers fly off at a superhuman speed, piercing the ship's mast as if they were arrows.

This must be one of the legendary birds sacred to the war god himself, Ares! Steering the ship away from the beast, you make out a small island in the distance; not necessarily for the better, as from its direction you spy an entire flock of the creatures flying towards you!

Reasoning that there must be a way to drive them off located on the island, you elect to send a single member of the crew on a rowboat to look for a solution...

(Jason gets the choice)

All (except chosen member):

Wishing your crewmate luck, you turn your attention to the birds. Ready yourselves for the next volley of feather-arrows, you prepare to defend the ship and buy as much time as you can...

(minigame)

Chosen member:

Departing the Argo, you make haste towards the island. Upon landing, you greeted by what appears to be a local, a young woman garbed in white flowing robes.

(???) "Welcome traveller, I see you and your friends have drawn the ire of the flock of our lord Ares. Ha! Worry not, there is a way to drive them away from their wanton destruction. However, I am under oath not to give it so willingly..."

(riddle stuff, will expand on this later; involves visiting the temple)

(gonna leave this blank for now cause I'd rather work out the time-dependent stuff later)

All (finished):

Taking your spoils, you hastily depart the isle of the war god, not wishing to draw his ire again as you sail towards the final stop on your quest...

x. Chapter Five

All:

After encountering many trials and tribulations as you traversed the Mediterranean, you finally arrive in the land of Colchis, a stunning landscape of rolling fields and flowing streams crested by the storied city itself.

Anchoring in the harbor, you make your way to the royal palace, your singular goal in mind; this is the land of the Golden Fleece, and you have no intention of returning empty-handed. Confronting the city's king, Aeetes, you explain your purpose.

Aeetes) "You are not the first to attempt to claim the fleece; nor will you be the last. Though like those before you I will allow you the right to take it on one condition: you must complete a series of trials of my own design to prove you are worthy of its divine grace - only then shall it be yours."

Disheartened yet optimistic, you depart the palace form the day while the king and his retainers prepare the challenges. As you exit, you are greeted by a young woman; familiar at first, you realize you had seen her in the throne room, positioned behind the king as you arrived.

She introduces herself as Medea, daughter of Aeetes. Acknowledging the great danger of the trials, she offers to assist you in overcoming the obstacles, though you must first agree to meet with her later in the evening. Will you accept her help, or ignore the offer and confront the trials yourselves? (Meet (1))

All (1):

(minigame)

Meeting with Medea, she reveals her true role as a powerful sorceress in service to her father's kingdom. She offers to aid you in the trials of the fleece, albeit with the promise that you will not reveal her assistance nor her identity. In exchange, she wishes only for Jason to return her favor in the future.

Will you agree to the sorceress' offer, or decline and return to your quarters?
(accept/decline) Regardless of your choice, you depart and sleep, knowing the following day will warrant a good night's rest.

All:

Returning to the palace the following morning, you are directed to location of your first trial. Just outside the city's walls lies a field in which live a herd of brazen bulls that with each breath expel searing flames. Instructed by Aeetes to plough the field in its entirety, you wonder how to confront the task without risking death.

(check for these in this order:

- If Polydeuces told the truth in 2 - 1 prompt 1-A
- If you possess heat-resistant armor prompt 1-B
- If you accepted Medea's offer prompt 1-C

If none are true prompt 1-D)

All (A):

(Will expand as the minigame is refined)

All (B):

(Will expand as the minigame is refined)

All (C):

(Will expand as the minigame is refined)

All (D):

(Will expand as the minigame is refined)

All (minigame complete):

Having bested the monstrous bronze bulls, you return to Aeetes to receive your next task. Impressed by your prowess, he gives you a large handful of what appear to be teeth from a lizard of some sort, though unlike any you have met in your travels.

He instructs you to return to the field, his attendants having ushered away the bulls, and plant the teeth as if they are crops. Puzzled, you do as he asks and, upon placing the last of them in the ground, watch as they suddenly sprout into a legion of demonic skeletal warriors!

Deducing that this must be the true trial, you ponder a way to defeat the soldiers before they notice your presence.

(check for these in this order:

- If you possess a magic weapon (either Penthesilea's spear or the magic sword from 4 - 1) prompt 2-A

- If you accepted Medea's offer prompt 2-B
If neither are true prompt 2-C)

All (A):
(Will expand as the minigame is refined)

All (B):
(Will expand as the minigame is refined)

All (C):
(Will expand as the minigame is refined)

All:
As the last of the soldiers falls to the ground, you return to the palace to receive your final task. Once again impressed by your strength, Aeetes tells you of the last trial.

Ever since its arrival in Colchis, the Fleece has rested on the branch of an oak tree in a grove sacred to Ares, hidden behind the palace grounds and guarded by a never-sleeping dragon, the death of any who seek to steal it.

Making your way to the grove, you feel the serpent watching your every move, ready to strike should you attempt to make a run for the Fleece.

(check for these in this order:

- If you possess a sleeping potion prompt 3-A
 - If you accepted Medea's offer prompt 3-B
- If neither are true prompt 3-C)

All (A):
(Will expand as the minigame is refined)

All (B):
(Will expand as the minigame is refined)

All (C):
(Will expand as the minigame is refined)

All (No Medea):
With the fleece in hand, you return to Aeetes' court. Clearly surprised and angered - for no mere mortal could have overcome the trials - the Colchian king hesitates to congratulate you, yet follows through as he begrudgingly acknowledges your victory under fair circumstances.

Claiming the Fleece as your own, you proudly return to Argo with your prize in hand. Setting sail for the last time, your quest complete and yourselves forever known as some of the greatest heroes of the ancient world!

All (Medea):

With the fleece in hand, you return to Aeetes' court. Clearly surprised and angered - for no mere mortal could have overcome the trials - the Colchian king hesitates to congratulate you, yet follows through as he begrudgingly acknowledges your victory under fair circumstances.

As you depart, Jason is approached by the sorceress Medea by the castle gates.

Jason:

(Medea) "No that you have completed your quest, I must ask that you repay your favor to me. Let me join you as you return home, so that we may spend our lives together in harmony!"

Will you agree to the princess' request, or decline and move to depart without her?
(Yes (A) / No (B))

All (A):

Accepting her proposal and claiming the Fleece as your own, you proudly return to Argo. You soon set sail for the last time, your quest complete and yourselves forever known as some of the greatest heroes of the ancient world!

All (B):

Declining her proposal, you turn to depart. All of a sudden, you feel a burning heat behind you. The sorceress, tears streaming down her face, has summoned a wall of green flame, slowly encircling you in the fire!

(Medea) "For so humiliating me and breaking your vow after I betray my father and livelihood to assist you, you are not fit to claim the sacred fleece! Now burn, so that it may rest here waiting for a hero more deserving."

Pleading for mercy, you feel the searing heat melt your flesh as the flames collapse on your body; So close to victory yet defeated by a tragic foe of your own making, your adventure ends here...

Appendix B: Minigame Walkthroughs

Chapter One

Minigame 1.1.1: Defeating the Giants (without Heracles)

The three team members continue on without Heracles, entering into the forest. The team must solve a maze puzzle to successfully make it through the forest.

Forest Maze → This is a maze puzzle, presented as a series of scenes. The players are presented with two options for where to move in the maze. Each scene will have a symbol in it to indicate which direction to go. The players must tilt their phones in the direction that they choose, after which they are provided feedback about whether their choice was correct. There is no map for this maze, and therefore no designated path through the maze. The players must simply make the correct choice about which direction to go four times consecutively. There is no time limit on the puzzle. The players must solve the puzzle to move forward in the adventure.

Exploring the Argo → While the players are in the forest maze, Heracles' player can explore the ship by rotating their phone around them. There is a hidden oar on the ship that, if found, grants the players faster sailing. This is, however, the only bonus, though the player will be able to continue exploring the ship to no avail. This task continues for the duration that the other players are solving the forest maze, regardless of whether the player finds the oar bonus.

Return to ship → After the three team members solve the forest puzzle, they find the empty lair of the giants. They gather supplies from the lair. They must return through the forest to get back to the ship; players will not solve the forest maze again, and instead will be presented as walking through the forest for a period of time. The players must get through the forest before they can join Heracles in combat with the giants, though they will not be informed that the Earthborn are attacking the ship, nor that the combat begins without them present.

Fighting the Earthborn → While the rest of the team is walking back through the forest, the giants attack the ship. Heracles, who is with the ship, begins combat with the giants until the others arrive at the ship. There are four rounds of combat, and Heracles completes the first round of combat by himself, and has guaranteed success, thus making the battle easier for everyone.

End

The team gains some provisions (+2 provisions) by taking them from the giant's lair. If Heracles found the extra oar on the Argo then the team earns faster sailing (+1

sailing). The team has fulfilled the desires of the king, and now must decide to depart in Decision 1.1c.

Minigame 1.1.2: Defeating the Giants (with Heracles)

Defeating the Giants

The whole team departs from the ship and is entered to the forest maze to complete the puzzle. See the **Forest Maze** puzzle above. Upon completing the puzzle, the team loots the giants' lair, which they found empty, and must return through the forest. Unlike the Return to ship above, the players do not have to wait as they make their way back through the forest, and instead, upon deciding to turn back, are immediately confronted with the giants attacking their ship.

While the team is walking back through the forest, the giants attack the ship. The team prepares to combat the Earthborn, which follows four rounds of combat.

End

The ship takes damage from the giants ransacking the ship while the Argonauts were gone in the forest (-20 ship health). The heroes gain provisions by taking them from the giants' lair (+2 provisions). The heroes are ready to return to the king and must make the decision about departure in Decision 1.1c.

Minigame 1.1.3: Defeating the Giants in the morning

Defeating the Giants in the morning

The team arrives at the island to find the giants in the process of pelting their ship with rocks from the top of the mountain. The team prepares to combat the Earthborn, which follows four rounds of combat.

End

The ship takes damage (-20 ship health) as the ship approaches the island. The players are asked if they would like to search for the giants' lair in Decision 1.1d

Chapter Two

Minigame 2.1.1 - Nymph Trap

The nymphs forcefully take the Argonauts and drag them down into the river. The four players must escape the confines of their own individual trap. There will be three steps to escaping the trap, all of which must be completed within a timer. The three tasks are as follows:

Panicking → The players begin to panic as they are brought underwater. The nymphs will appear and disappear from the screen; players must complete this puzzle by shaking their phones vigorously when the nymphs disappear from the screen. They will need to shake their phones four times to complete this task.

Yelling for help → The players must yell for help. This is solved by the players physically yelling, and the decibel level of their yell, as registered by their phone's microphone, will dictate the completion of this task.

Loosening the ties → The players will be given a pattern on their screens, and they must move their phones in the shape of the pattern to complete the pattern. There will be a total of three patterns, and each new pattern will appear as the first is completed.

Each task begins as the previous is completed. There will not be a way for the players to drown, but instead, any progress that the players make on escaping from their trap will be reset as the timer runs out. The timer will then be reset, and the players will have to complete the steps once again.

End

Once the players are able to free themselves from the nymph trap, they make their way back to the festivities where they take a rest. The players lose provisions (-2 provisions) as they recover from nearly being drowned by the nymphs.

Minigame 2.2.1 - Chasing the Harpies

Finding food to lure the Harpies

Each player will have a separate screen where food will be dropping down, as well as poisonous berries (glowing red). The players will each have to tap on 5 foods before the timer runs out. If the player hits a berry, they go down one on the food count.

Once the players complete the minigame, then the Harpies appear, and Zetes/Calais are able to follow them as they fly through the air. They will receive warning from Iris, the god of the sea and sky, that they should not strike the Harpies.

Decision 2.2b -"Will you strike the Harpies?":

Zetes Chooses to kill the Harpies → Phineus' quest is completed but the Argo receives heavy damage from Zeus. The players return to Phineus.

Zetes doesn't kill the Harpies → Zetes retreats resulting in the completion of Phineus' quest without consequence. The players return to Phineus.

Entering the Lair

The group must solve a puzzle to enter the lair of the Harpies, while Zetes/Calais are pursuing the Harpies. Each player will have a symbol appear on their screen. They will need to trace over the symbol within a certain amount of time to complete the mission. Each symbol will be relevant to the game and can differ in complexity if necessary.

End

If the players successfully chase the Harpies away, Phineus provides the team with information on how to pass through the Symplegades, the crashing rocks that could end the Argonauts' journey. If Zetes did not kill the Harpies, Phineus is able to provide a clear prophecy to the team. They are told that they must send a dove

through the rocks to determine if they will pass unscathed or not. The players sail on to the next island.

If Zetes killed the Harpies, then Phineus's foresight will be clouded and he will only be able to provide them the information that they need speed to pass through the rocks. The players will have gained the Harpy feathers, which grant them faster sailing(+1 sailing). The players sail on to the next island.

Minigame 2.2.2 - Exploring the Lair

The players solve the **Entering the Lair** puzzle, after which they will be attacked by the Harpies. The players enter combat with the Harpies.

Fighting the Harpies

Images pop up onto the screen, and the players will have to tap on only images of the Harpies, avoiding images of other characters, within a certain time limit. If a player hits the wrong image they lose but only one player needs to make it through the time limit to win the minigame.

End

If the players defeat the Harpies, they are able to enter the Harpies' lair and gain provisions (+2 provisions), and they also gain the Harpy feathers, which grant faster sailing (+1 sailing). However, killing the Harpies angers Zeus, and the ship takes heavy damage (-40 ship health).

If the players do not defeat the Harpies, then they can not enter the lair and do not loot the lair. The players still suffer heavy damage to the ship (-40 ship health), before sailing onward to Chapter 3.

Chapter Three

Minigame 3.1.1

Boxing match with the king

Whichever character is chosen enters into a battle with the king on their phone. Prior to entering the match, the player will be presented with a dialogue box that will provide them with instructions to complete the tasks for the upcoming match. The dialogue box will show them the symbols necessary (described below), and the three goals of the match: speed, accuracy, and strength. The whole boxing match will take (blank time), and will require the player to complete all the tasks in that time frame.

The battle consists of three (3) tasks:

Speed → The player has to tap targets on their phone that move at an increasingly faster pace. The player would need to tap two targets at each speed interval; there will be five speeds at which the targets will move,

beginning with (blank), and increasing by (blank) each time. The targets will appear at different locations on the screen.

Accuracy → The player is given a target on the screen that they need to “hit” by tilting their phones to align their icon with the target given. The player is represented as an additional target icon of another colour. The target to hit is stationary for the first two instances, and the player’s icon moves as the screen is tilted. For an additional two instances, the target will move separately from the player, and the player is again required to tilt their phones to align the targets. The player needs to accurately hit 4 targets. The targets will appear at different locations on the screen.

Strength → The player is required to shake their phone with enough velocity to trigger “hitting” the king. The player will hit 3 targets, with varying minimum velocities per target hit. The minimum velocity will begin at (blank) m/s, and increase by (blank) m/s with each successive hit. The targets will appear at the same location on the screen.

The player will have a small slide-out hint card on the side of the screen that can be accessed to help them remember how to complete the challenges. The hint card will not describe how to complete the challenges, but rather, associate the colours and shapes of the targets with the goals of the match (i.e. speed, accuracy, and strength). Additionally, accessing the hint card does not stop the countdown

Each task will feature a target of a different colour and shape, and as the targets appear on the phone, they must remember which action to do to complete the task. The player has only one chance to complete the match. However, the player will not fail the minigame if an individual task isn’t completed on the first attempt. Since each task has a dedicated time frame, whether or not the task is completed is tracked by the game, and will be checked once the time is up.

The tasks will be presented to the player in a random order, but the number of times that a task needs to be completed is listed above.

End

If the player completes all the objectives, then they win the match against the king. The island of Bebryces will be renamed after the character who defeated the king, and the character will have the choice of four items:

- Spear
- Spool
- Shield
- Gold

If the player can not complete all the objectives, they lose the match with the king. The team is captured by the islanders and thrown in jail for the night, during which time the Islanders ransack the ship, which gives the Argonauts less provisions (-2 provisions) and less ship health (-20 ship health).

Looting mission:

The players that are not in the boxing match will be able to work together to sneak around the boxing match to the king's vault. The looting mission will have two tasks: to get past the king, and to find the prize items inside the king's vault. These tasks will be consecutive, and the first task must be completed before the second task begins. Both tasks need to be completed in order to complete the looting mission.

The tasks are:

Getting past the king → This task requires the three remaining team members to work together to sneak around the boxing match that is happening. The king will have a rotating line of sight, represented by a cone of light stemming from an icon in the centre of each player's screen. The players will also have an icon representing themselves on the screen. The players would tilt their phones to move their pawn out of the king's line of sight (the cone of light). The progress of the all players is reset if any one player is noticed by the king (i.e. if anyone's icon is in the light for too long). All the players start at the bottom of the screen, and all three must make it to top of the screen, where a vault icon will be shown, in order to complete this task. Players then enter the vault.

Finding the items in the vault → Players would have a "flashlight" situation, where they need to move their phones in the space around them in order to search for the prize items. Only a small bit of their screen would function as the viewport for this search. The prizes would

End

If the players complete this mission then they receive items from the vault. There will be the potential for them to gain:

- Provisions (+2 provisions)
- Wood (+10 ship health)
- Rope (+10 ship health)

If not, they simply do not receive the items from the vault. The team will not be punished for not successfully completing the looting mission.

Minigame 3.1.2 - Battle with the Islanders

If the players refuse to fight the king, all four team members will be launched into a battle with the Islanders. There are 20 islanders in total, 19 warriors and the king, and the combat follows a series of rounds, each with a different number of islanders:

Round One: Islander fight I (5 islanders) → Players each perform an action on their phones; each successful completion of the action will be counted as a "hit" to the islanders. Together, the team must reach a total sum of hits on the islanders to complete this round. The team will have (blank amount of time) to meet the hit total.

Round Two: Ambush on a player (4 islanders) → Gameplay stops for one of the four players, and that player receives notification that they are being ambushed by four of the islanders. The targeted player is chosen at random, and will not be able to do anything to get themselves out of the situation; the

target will simply be shown a screen of the four islanders. The other three players will have the option to aid the target by completing an action on their phone. The first to complete the action successfully, performs it.

Round Three: Islander fight II (7 islanders) → Functionally the same as round one, but with a greater hit total, and less time to meet it.

Round Four: Islanders prepare catapult (3 islanders) → Similarly to round two, the players receive notification that the islanders are preparing to launch a catapult. One player, chosen randomly, will have the option to try to disarm the catapult by (doing something). The other three players will use ranged attacks against the islanders;

Round Five: King duel (1 islander) → Beginning with Jason, then Zetes/Calais, followed by Polydeuces, and finally Heracles, each player must successfully complete an action in succession to defeat the king. This is to say that each previous player's action must be completed to a degree of success before the next player can fulfill their action.

The next rounds begin as each previous round is completed. If the players at any point do not complete a round, they will not move on to the next round, and will fail the minigame.

End

If the players win the battle, they can loot the island. The players will randomly receive (blank) of the following items:

- Provisions (+5 provisions)
- Materials to repair their ship (+30 ship health)

If the players lose the battle with the islanders, the Argonauts will all be killed, and their mission will be over.

Minigame 3.2.1 - Negotiation

Three tribes, the Themiscyreians, the Lycastians, and the Chadesians, are in conflict. The Argonauts must negotiate between the tribes by going back and forth between the tribe that they chose to help, and the tribe that they chose to negotiate with. This will be a race between the two pairs of Argonauts, to successfully negotiate with their two tribes the fastest.

Each tribe has three demands, and the players will have to meet the demands by talking with the tribe, gaining knowledge of one demand, and then returning to the tribe that they agreed to help. The tribes will not meet the demands so easily, thus the Argonauts will have to complete certain objective to get their tribe to agree to the demands of the negotiating tribe.

End

The tribe that the players choose to help grants the following prizes:

- Themiscyreians: Hippolyta's Girdle
- Lycastians: A sail (faster sailing)

- Chadesians: Penthesilea's Spear

Depending on which pair finished first, the tribe that wasn't negotiated with fast enough takes either provisions from the team (-1 provisions), or slightly damaged the Argo (-10 ship health).

Chapter Four

Minigame 4.1.1 - Buying from Lucrecia

Spin the wheel

Lucrecia offers the opportunity to spin a wheel, which will determine what of three prizes they will get. The players have to pay to spin the wheel, so hopefully they collected enough coin along the way to be able to spin the wheel.

If players don't have enough money to spin the wheel, Lucrecia will laugh at them, and then inform them that they could do a dance to have a chance at gaining one of the prizes.

The prizes available are:

- A magical sword
- Heat resistant armor
- Vial of a sleeping potion

End

The players receive the item from Lucrecia, and are wished well as they travel on to the next island.

Minigame 4.1.2 - Dancing for Lucrecia

Dancing for the prize

The players will have to complete four dance steps in order to please Lucrecia and for her to grant you permission to spin the wheel and gain a prize. The dance moves are solved by completing actions with the players' phones in sync with the other group members. For simplicity, only two of the group members will need to be in sync with each other, though this is not shared with the users, and they are under the impression that they all have to be in sync with each other.

First step → tap, tap, tilt left

Second step → tilt forward, tilt back, tilt forward, tilt back (alt. Move up, move down, move up, move down)

Third step → shake, tap tap tap

Fourth step → tilt, tilt, shake

There is no time limit on completing the dance, but the moves must also be completed in a rhythmic fashion. As the users complete each step, they move on to

the next. Failing to complete a step causes a restart for that particular step, but the players will not be forced to redo steps that they have already completed.

Once the players successfully complete all the dance moves, they are then allowed to spin the wheel to gain a prize.

End

The players receive the item from Lucrecia, and are wished well as they travel on to the next island.

Minigame 4.2.1 - Birds of Ares riddle

Birds of Ares

The three players that are on the boat are under attack from the birds of Ares while the player on the island is attempting to solve a riddle and scare away the birds. The players will have to defend the ship against the birds; the duration of the attack (so long as the player has not solved the riddle) affects how much damage that the ship will take.

The players will have to swipe upwards to shoot arrows at the birds. The players have to continually defend the ship from the birds in order to prevent damage.

Island puzzle

Player lands on the island and meets a local who gives a riddle to the player to help get rid of the birds. The player has three tries to solve the riddle. The riddle will be displayed on the screen as text, and the player must type in the correct answer based on a specific number of letters given. The riddle is as follows:

*To some I'm a home
Often shaped like a dome
My owners often squawk
As they travel in a flock*

End

Once the player solves the riddle, they arrive at the bird's nest, which is the key to stopping the birds from attacking. The player has the choice to either take the eggs or break the eggs.

Chapter Five

Minigame 5.1.1 - Meeting with Medea

The players meet with the sorceress Medea, who says that she can help the Argonauts with their trials if they give her offerings. The following are being offered by Medea, with their associated costs:

1. Heat resistance potion - Gold, and 10 ship health
2. Secret to defeat the skeletons - Iron ore, and 10 ship health
3. Sleeping spell - 40 ship health, a fruit, and a special herb

If the players do not have an item, then there is a searching puzzle available for them to be able to gain the items needed. This however, only works for the items, and not for the ship health; players must choose wisely what they really need to complete their trials. The players can exit the minigame at anytime, whenever they decide that Medea's price is too much.

Searching puzzle

The players rotate their phones around them to search for the items that Medea asks for, in a hidden objects puzzle.

Minigame 5.1.2 - Bronze Bulls

The players must plough the field where the fire-breathing bulls are, and therefore they require some form of heat resistance. There are a number of ways to achieve this:

Heat resistant armour → If the player received the heat resistant armour from Lucrecia, then they are able to equip the armour onto one player, who will be able to plough the field.

Heat resistance potion → If the players got the heat resistance potion from Medea, then one player will drink the potion, and be able to plough the field.

The player who is ploughing the field will have one task to complete on their phones, a simple left and right swaying motion on their phones, to imitate the. The players must make sure to keep the motion steady and in time with a marker on their screens.

In the meantime, the other three players must coordinate to guide the players through the field to ensure that they do not encounter too many bulls. The players help the plougher by solving mazes on their phone screens; the players must each solve their own maze within the given time frame.

End

If the players are unprepared to face the bulls, then the players are not able to complete this trial. The players face game over. However, if the players do plough the field with the bulls, they are congratulated by Aeetes and Medea, before entered into Minigame 5.1.3.

Minigame 5.1.3 - Skeletal Warriors

The players plant dragon teeth in the ground to summon the army of skeletons that they must face. Once the army is summoned, there are again two ways to defeat them:

Magic Sword → If the players got the magic sword from Lucrecia, then the skeletons will be defeated in one blow. All four players will need to shake their phones in sync for a duration, however they will not be told directly how

to use the sword to defeat the skeletons. A progress bar will be shown on screen to indicate the completion of their sword swing.

Rock Secret → If the players know the secret about the rock from Medea, then they may throw the rock at one of the skeletons to have them defeat themselves. To throw the rock, the players must swing their phones in sync with each other.

End

The players have several ways to prepare to face the skeleton army, but if they remain unprepared, they will again be unable to complete this trial, resulting in the team's journey to end. However, if the players do successfully defeat the skeletal warriors, they are congratulated by Aeetes and Medea, before entered into Minigame 5.1.4, the final trial.

Minigame 5.1.4 - The Golden Fleece

The players face their final trial, taking the Fleece from the Sleepless Dragon. There are three ways to get past the dragon.

Sleeping potion → If the players got the potion from Lucrecia, then they can put the dragon to sleep and sneak past the dragon to easily take the Fleece.

Sleeping spell → If the players got the sleeping spell from Medea, then they can put the dragon to sleep and sneak past the dragon to easily take the Fleece.

Fight the dragon → If the players got neither the potion nor the spell, they will have to fight the dragon. Once the dragon is dead, then they can take the Fleece without sneaking.

Fighting the dragon will follow 6 levels of combat, and will have to be completed within a timer, that is dependent on how much ship health the Argonauts have. The first four levels of combat must be completed by the individual players simultaneously, and then final two levels of combat will be completed together as a team.

This is the most difficult of all the puzzles, and it is unlikely that the players will win.

End

If the players are able to put the dragon to sleep, then they sneak past the dragon and retrieve the Fleece with ease. Otherwise, if they slayed the dragon, then they may also retrieve the Golden Fleece. This marks the end of the players' journey, and they are congratulated and presented with the conclusion to the story.

If players were unable to slay the dragon, then the players are killed, and fail their mission to retrieve the Golden Fleece in the last trial that they had to complete.

Appendix C: Required Hardware and Software

Required Hardware

- Minimum requirements of computers
 - **OS**
 - Windows 7 SP1+, 8, 10, 64-bit versions only
 - Mac OS X 10.9+
 - **CPU**
 - SSE2 instruction set support.
 - **GPU**
 - Graphics card with DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.
- A mobile phone with iOS
- A mobile phone with Android OS

Software

Development

- Unity 5.5.1
 - It enables us to deploy to the major mobile operating systems
 - It helps release both mobile version and desktop app
 - It's convenient to build the connection between clients and server
- MonoDevelop
 - It is an open source integrated development environment for both windows and macOS, supplied with Unity
 - It combines the familiar operation of a text editor with additional features for debugging and other project management tasks
 - It is lighter in features than Microsoft Visual Studio, which is also neater in user interface
- Unity Remote 5
 - The visual output from the Editor is sent to the screen of mobile phone, and the live inputs, like shaking, tilting and touching, are sent back to the running project in Unity.
 - It's used for sensors input testing.
- Firebase
 - All data is stored as JSON objects
 - It will be easier to add or update data to the structure, especially in real-time

Arts

- Adobe Photoshop CS6
 - Created landscapes and characters, as well as UI items
- Illustrator CC
 - Created the game Logo and a buffering image
- Animate CC

- This program is being used to create small animations for the motion graphics surrounding the user interface, such as choosing the next island to go to
- After Effects
 - Image assets and motion graphics

Text Editor

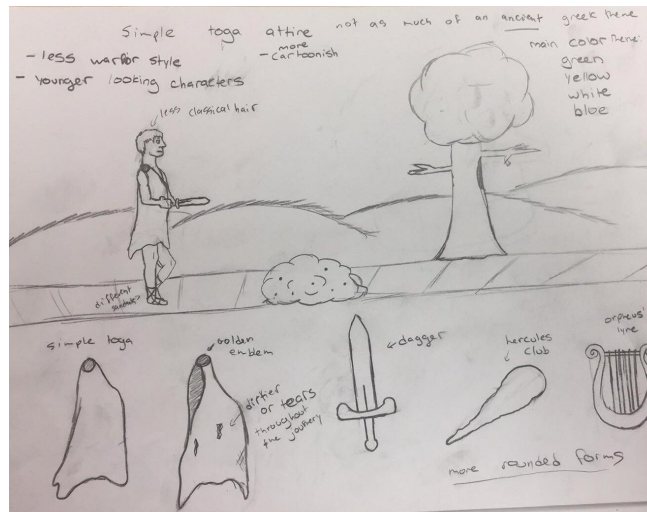
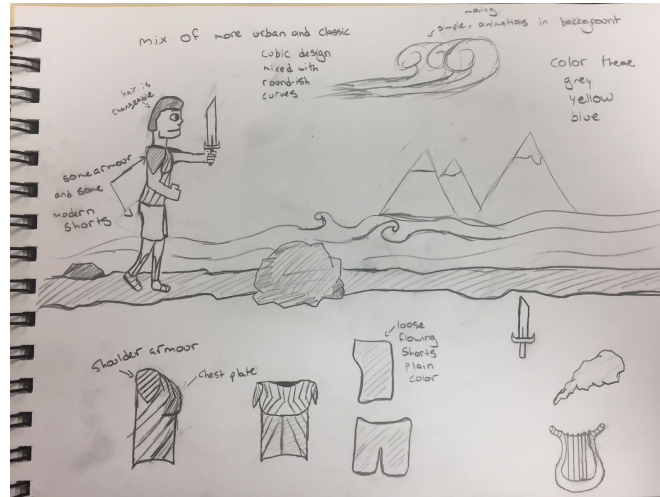
- Microsoft Word
 - It is used for story script writing.
- Google Docs
 - It is used for document writing and collaboration.

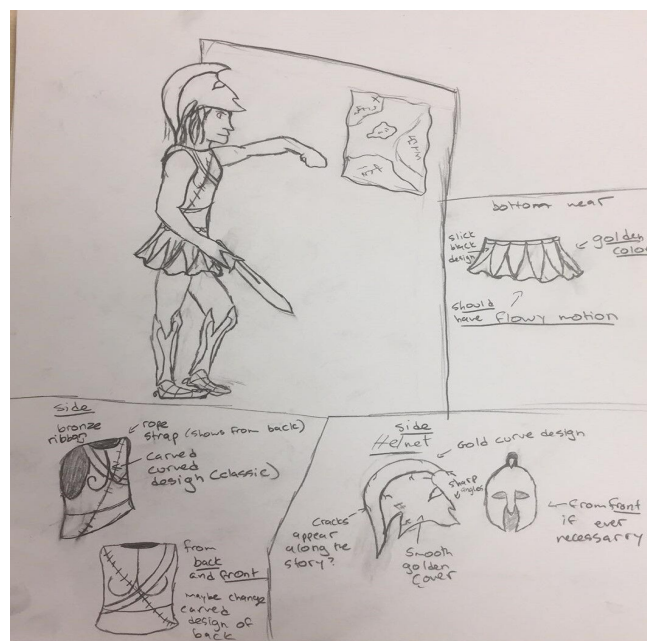
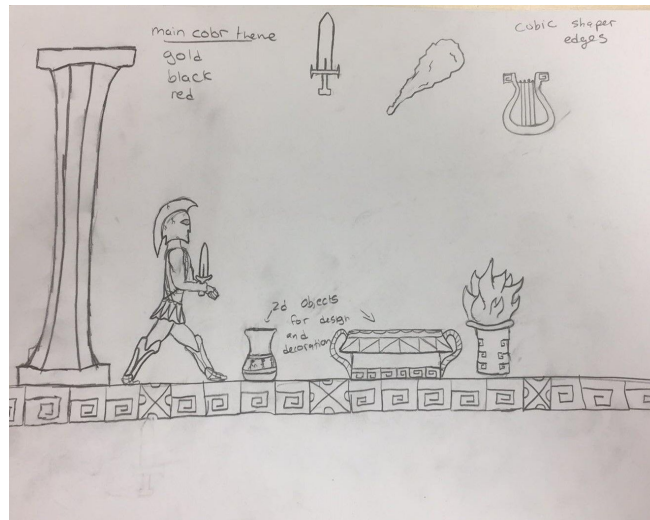
Programming language

- C#

Appendix D: Concept Art

Initial game layout sketches





Storyboard for boxing king

