

CS120 Text Adventure Game Design Document

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1 Overview

The player character (PC) is Harry Potter, a third-year student at Hogwarts School of Witchcraft and Wizardry. Not just an ordinary wizard, Harry is used to strange and unusual things happening in his life. He wakes up one morning to find that all of his friends have disappeared, and there is hardly anyone left in the castle. Being accustomed to bizarre occurrences, Harry is resourceful enough to launch his own investigation using clues left around the castle. He is determined to find out what happened to almost all of the school's occupants.

Throughout the course of his investigation, Harry discovers many puzzling artifacts littered around the castle. The first part of the game will take place within the school, containing classrooms, dormitories, and other common areas. The front doors are locked, and through completing a series of tasks and collecting the items necessary, the player will progress to the next stage. In the second portion of the game, the player is able to explore the outside world, and must build a broomstick. The player must build and successfully fly the broomstick in order to progress to the Burrow and end the game.

2 Locations

The game contains a number of locations the player must move through to discover the fate of his friends, half of which are contained within Hogwarts Castle and half that are outdoors (including the grounds and Hogsmeade Village). The descriptions below contain many forward references to gameplay elements, which will be discussed individually in the Elements section.

Gryffindor Boys' Dorms *Living quarters for Gryffindor students.* Items: **bed**, **closet** [stardust bottle], **mirror**, **dresser**[sweater] Exits: east to **Gryffindor Dorm Hallway**, south to **Gryffindor Boys' Bathrooms**.

Gryffindor Dorm Hallway *Long corridor leading from all Gryffindor bedrooms to the common room. It has a homey ambiance, with decorative sconces and plush carpeting.* Items: **albus dumbledore Painting**, **painting of Old Wizard**, **frame** [gryffindor house pennant]. Exits: south to **Gryffindor Common Room**, west to **Gryffindor Boys' Dorms**.

Gryffindor Boys' Bathroom *The men's bathroom for Gryffindor students.* Items: **toilet**, **shower**, **shower hook**[hufflepuff uniform]. Exits: north to **Gryffindor Boys' Dorms**, east to **Gryffindor Common Room**.

Gryffindor Common Room *A common area for Gryffindor students.* Items: **couch**, **fireplace**[stardust bottle], **side table**[lamp, net], **bulletin board**[password

flyer], empty keg. Exits: north to **Gryffindor Dorm Hallway**, south to **Gryffindor Tower Hallway**, west to **Gryffindor Boys' Dorms**.

Gryffindor Tower Hallway *The corridor outside Gryffindor tower.* Items: [none]. Exits: north to **Gryffindor Common Room**, east to **Main Moving Staircase**, south to **Astronomy Tower Staircase**.

Astronomy Tower Staircase *A narrow staircase leading to the Astronomy Tower.* Items: [none]. Exits: north to **Gryffindor Tower Hallway**, south to **Astronomy Tower**, west to **Forbidden Corridor**.

Astronomy Tower *A large room filled with artifacts for observing the sky.* Items: **artifact closet**[**bicorn horn**, **telescope**, **stardust bottle**]. Exits: north to **Astronomy Tower Staircase**, west to **Divination Classroom**.

Divination Classroom *Professor Trelawney's divination classroom. There is almost nothing in here.* Items: **lacewing fly**, **crystal ball**. Exits: east to **Astronomy Tower**.

Forbidden Corridor *A corridor off-limits to students.* Items: [none]. Exits: north to **One-Eyed Witch Statue**, east to **Astronomy Tower Staircase**.

One-Eyed Witch Statue *A statue at the far corner of the forbidden corridor. It sparkles, as if trying to tell you there is something more to it...* Items: **bag**[**stardust bottle**]. Exits: north to **Honeydukes' Basement**, south to **Forbidden Corridor**.

North Moving Staircase *The north section of the moving stairs.* Items: [none]. Exits: north to **Charms Classroom**, east to **Hufflepuff Hall**, south to **Main Moving Staircase**, west to **Transfiguration Classroom**.

Main Moving Staircase *The middle section of the moving stairs.* Items: [none]. Exits: north to **North Moving Staircase**, east to **Great Hall**, south to **South Moving Staircase**, west to **Gryffindor Tower Hallway**.

South Moving Staircase *The south section of the moving stairs.* Items: [none]. Exits: north to **Main Moving Staircase**, east to **Dungeons**, south to **Hogwarts Main Entrance**, west to **Library**.

Transfiguration Classroom *Professor McGonagall's classroom for Transfiguration lessons.* Items: **lacewing fly**, **mcgonagall's desk**. Exits: east to **North Moving Staircase**.

Charms Classroom *Professor's Flitwick's classroom for Charms lessons.* Items: **flitwick's desk**. Exits: south to **North Moving Staircase**.

Hufflepuff Hall *The hallway outside the Hufflepuff Common Room, which will only reveal itself to perceived Hufflepuff students.* Items: [none]. Exits: north to **Hufflepuff Common Room**, west to **North Moving Staircase**.

Hufflepuff Common Room *A comfortable living space for students in Hufflepuff House.* Items: **fireplace**[**great hall key**, **wooden plank**], **couch**, **side table**[**lamp**, **stardust bottle**]. Exits: south to **Hufflepuff Hall**.

Great Hall *An enormous, ornately-decorated gathering room.* Items: **the high table, regular table**[wand, spellbook, note]. Exits: west to **Main Moving Staircase**.

Library *The main library for all Hogwarts students; a quiet zone.* Items: **lacewing fly, bookshelf**[boomslang skin, stardust bottle]. Exits: east to **South Moving Staircase**, south to **Ravenclaw Hall**.

Ravenclaw Hall *The hallway outside the Ravenclaw Common Room.* Items: **a vase**[stardust bottle]. Exits: north to **Library**.

Dungeons *A collection of dark, desolate empty cells in the basement.* Items: **cells**[shackles]. Exits: south to **Slytherin Hall**, west to **South Moving Staircase**.

Slytherin Hall *The hallway outside the Slytherin Common Room.* Items: **lacewing fly**. Exits: north to **Dungeons**, south to **Potions Classrooms**.

Potions Classroom *Professor Snape's classroom for teaching Potions.* Items: **hair, cauldron, chalkboard**. Exits: north to **Slytherin Hall**.

Hogwarts Main Entrance *The main doorway to Hogwarts Castle.* Items: **knight**[stardust bottle]. Exits: north to **South Moving Staircase**, south to **Hogwarts Grounds**.

Hogwarts Grounds *The Hogwarts outdoor fields.* Items: [none]. Exits: north to **Hogwarts Main Entrance**, east to **Forbidden Forest**, south to **Hogwarts Main Gate**.

Forbidden Forest *An off-limits wooded area, home to a variety of magical creatures.* Items: [none]. Exits: east to **Deep Forbidden Forest**, south to **Whomping Willow**, west to **Hogwarts Grounds**.

Deep Forbidden Forest *A very dangerous, very off-limits wooded area.* Items: [none]. Exits: west to **Forbidden Forest**.

Whomping Willow *An unfriendly tree. Don't get too close.* Items: [none]. Exits: north to **Forbidden Forest**, west to **Hogwarts Main Gate**.

Quidditch Stadium *A sports complex where Quidditch is played.* Items: **broom closet**[broomstick handle], **quidditch equipment chest**[quaffle]. Exits: east to **Hogwarts Main Gate**.

Hogwarts Main Gate *The main entrance/exit from the Hogwarts grounds.* Items: **archway**. Exits: north to **Hogwarts Grounds**, east to **Whomping Willow**, south to **Entrance to Hogsmeade Village**, west to **Quidditch Stadium**.

Entrance to Hogsmeade Village *An archway welcoming visitors to Hogsmeade Village.* Items: **sign, wheelbarrow**[straw, stardust bottle]. Exits: north to **Hogwarts Main Gate**, south to **Hogsmeade Square**.

Hogsmeade Square *The heart of Hogsmeade Village.* Items: [none]. Exits: north to **Entrance to Hogsmeade Village**, east to **East Shop Lane**, south to **Fountain**, west to **West Shop Lane**.

West Shop Lane *A connecting road to the shops on the west side of the village.* Items: [none]. Exits: north to **Honeydukes**, east to **Hogsmeade Square**, south to **The Three Broomsticks**, west to **Zonko's Joke Shop**.

East Shop Lane *A connecting road to the shops on the east side of the village.* Items: [none]. Exits: north to **Hog's Head**, east to **Madam Puddifoot's Tea Shop**, south to **Shrieking Shack**, west to **Hogsmeade Square**.

Honeydukes *A candy shop. A door reading "Employees Only" is propped open."* Items: candy counter[bertie bott's every flavor beans, chocolate frog]. Exits: south to **West Shop Lane**, west to **Honeydukes Basement**.

Honeydukes' Basement *A storage area for the candy shop.* Items: [none]. Exits: south to **One-Eyed Witch Statue**, east to **Honeydukes**.

Zonko's Joke Shop *A prank item shop.* Items: shelves[decoy detonator, ton-tongue fudge]. Exits: east to **West Shop Lane**.

The Three Broomsticks *A lively, extremely popular bar. It is completely empty, which is highly unusual.* Items: bar[butterbeer]. Exits: north to **West Shop Lane**.

Hog's Head *A run-down, dingy bar.* Items: abe's bar[string, stardust bottle]. Exits: south to **East Shop Lane**.

Madam Puddifoot's Tea Shop *A quaint tea shop.* Items: plush couch, coffee table[cup of tea]. Exits: west to **East Shop Lane**.

Shrieking Shack *An old structure, rumored to be haunted by the locals. You're not sure if you hear screaming or if your mind is just playing tricks on you.* Items: [none]. Exits: north to **East Shop Lane**.

Fountain *You are standing in front of a beautiful, enchanted water fountain. Someone has tacked a note to it that reads "Fly south!"* Items: fountain, stardust bottle. Exits: north to **Hogsmeade Square**, south to **The Weasley's Garden**.

The Weasleys' Garden *After flying for a while, you spot the garden outside of the Weasleys' house. It appears to be overrun with gnomes. You land.* Items: garden[gnome]. Exits: north to **Fountain**, east to **The Burrow**.

The Burrow *The Weasley's living room.* Items: cake, "Happy Birthday Harry" banner, balloons. Exits: west to **The Weasleys' Garden**.

3 Game Elements

3.1 Spellcasting

After acquiring the wand from the Great Hall (and marking the start of the second part of the game), the player will gain the ability to cast spells. To cast a spell, the player must

be in the room with an interactable object to which the spell applies. All spells needed for gameplay are detailed in the The Standard Book of Spells item or other discoverable objects within the game, however the player does not need to have the book in their inventory to be able to cast spells; those with outside knowledge of Harry Potter spells do not need to refer to the spellbook.

Alohomora unlocks the **Hogwarts Main Entrance**.

Dissendium reveals the secret passage behind the **One-Eyed Witch Statue**.

3.2 Player Limitations

Two limitations will be imposed upon the player:

- Carrying capacity places a limit on the amount of items that the player will be able to carry. The player is limited to being able to carry up to 40 pounds of items at once. Each item is assigned a weight, detailed in the item list.
- Time limit tracks the movements of the player throughout the world. Each action taken during gameplay result in one turn being taken. The player will have 350 turns to complete the game. If the player runs out of minutes, the game is lost and they will be forced to restart the game.

3.3 Items

Items and containers that are decorative and do not have functions to enhance gameplay (not included in chart):

- **Sweater**
- **Bed**
- **Closet**
- **Dresser**
- **Mirror**
- **Painting of Old Wizard**
- **Albus Dumbledore Painting**
- **Frame**
- **Toilet**
- **Shower**
- **Shower Hook**
- **Lamp**

- Couch
- Empty Keg
- Fireplace
- Side Table
- Bulletin Board
- Telescope
- Artifacts Closet
- Crystal Ball
- Bag
- Feather
- McGonagall's Desk
- Flitwick's Desk
- Wooden Plank
- The High Table
- Regular Table
- Bookshelf
- A Vase
- Cells
- Shackles
- Cauldron
- Knight
- Quaffle
- Quidditch Equipment Chest
- Broom Closet
- Archway
- Sign
- Wheelbarrow

- **Candy Counter**
- **Decoy Detonator**
- **Shelves**
- **Bar**
- **Abe's Bar**
- **Plush Couch**
- **Fountain**
- **Gnome**
- **Garden**
- **Cake**
- **"Happy Birthday Harry" Banner**
- **Balloons**

Items that have functions in advancing gameplay:

- **Stardust Bottle** when dropped, gives the player between 1 and 100 points.
- **Discarded Hufflepuff Uniform** can be worn by the player.
- **Net** is used to catch **Fly**.
- **Password Flyer** contains instructions on how to enter common rooms.
- **Boomslang Skin** is used in making **Polyjuice Potion**.
- **Bicorn Horn** is used in making **Polyjuice Potion**.
- **Fly** is used in making **Polyjuice Potion**. They must be caught with **Net**.
- **Hair Sample** is used in making **Polyjuice Potion**.
- **Polyjuice Potion** is used to make the player look like a Hufflepuff.
- **Key** unlocks the door to the **Great Hall**.
- **Wand** is used to cast spells.
- **Spellbook** serves as a guide to what spells the player can use. Command words are given along with a description of what they do in a short blurb.
- **Note** is a mysterious note left for the player alongside the wand.

- **Broomstick Handle** is used to build the **Broomstick**.
- **Straw** is used to build the **Broomstick**.
- **String** is used to build the **Broomstick**.
- **Cup of Tea** can be drank.
- **Butterbeer** can be drank.
- **Chocolate Frog** can be eaten.
- **Bertie Bott's Every Flavor Beans** can be eaten.
- **Ton-Tongue Fudge** can be eaten.

Item	How Acquired	Weight
Stardust Bottle	(various)	1lb
Discarded Hufflepuff Uniform	In Gryffindor Boys' Bathroom	5lb
Net	In Gryffindor Common Room	1lb
Password Flyer	In Gryffindor Common Room	0lb
Boomslang Skin	In Library	3lb
Bicorn Horn	In Astronomy Tower	6lb
Fly	(various)	1lb
Hair Sample	In Potions Classroom	0lb
Polyjuice Potion	Created in Potions Classroom	1lb
Great Hall Key	In Hufflepuff Common Room	2lb
Wand	In Great Hall	1lb
Spellbook	In Great Hall	2lb
Note	In Great Hall	1lb
Cup of Tea	In Madam Puddifoot's Tea Shop	1lb
Butterbeer	Traded by Madam Rosmerta	1lb
Chocolate Frog	Traded by Cornelius Flume	1lb
Bertie Bott's Every Flavor Beans	Traded by Cornelius Flume	1lb
Decoy Detonator	Traded by Mr. Zonko	5lb
Ton-Tongue Fudge	Traded by Mr. Zonko	1lb
Chalkboard	In Potions Classroom	100lb
Broomstick Handle	In Quidditch Stadium	4lb
Straw	In Entrance to Hogsmeade Village	3lb
String	In Hog's Head	1lb

3.4 Appearing Exits/Random Events

The **North Moving Staircase**, **Main Moving Staircase**, and **South Moving Staircase** often rotate and change which exits are available to the player at any given time. There

will always be at least one available, however this interval is unpredictable. If the player wants to enter an unavailable exit, they must enter and leave the room until the staircases once again move.

The **Hufflepuff Common Room** is not available until the player successfully creates and drinks **Polyjuice Potion**. When the player is masquerading as a Hufflepuff student, they will be unable to enter the **Gryffindor Common Room**.

The Weasley's Garden is not available until the player successfully builds and mounts the **Broomstick**. They can then fly to the final set of rooms and finish the game.

3.5 Potionsmaking

Polyjuice Potion is a buildable item that the player can make out of items found in the world. Instructions for making it can be found in the **Potions Classroom** on the **Chalkboard**. Following the instructions, the player can combine the items in the **Cauldron**. Ingredients: **Boomslang Skin, Bicorn Horn, Lacewing Fly, Hair Sample**.

Broomstick is a buildable item that the player can make out of items found in the world. Instructions for making it are suggested when the **Broomstick Handle** is found. Ingredients: **Broomstick Handle, Straw, String**.

3.6 Scoring

The player can earn points by accomplishing the following goals:

- 1000 points for reaching a major game checkpoint (discovering the wand, unlocking the main doors, etc.)
- 1-100 points for each stardust bottle broken.
- 1-50 points for having a snack in the village.
- 5 points for entering a room for the first time.

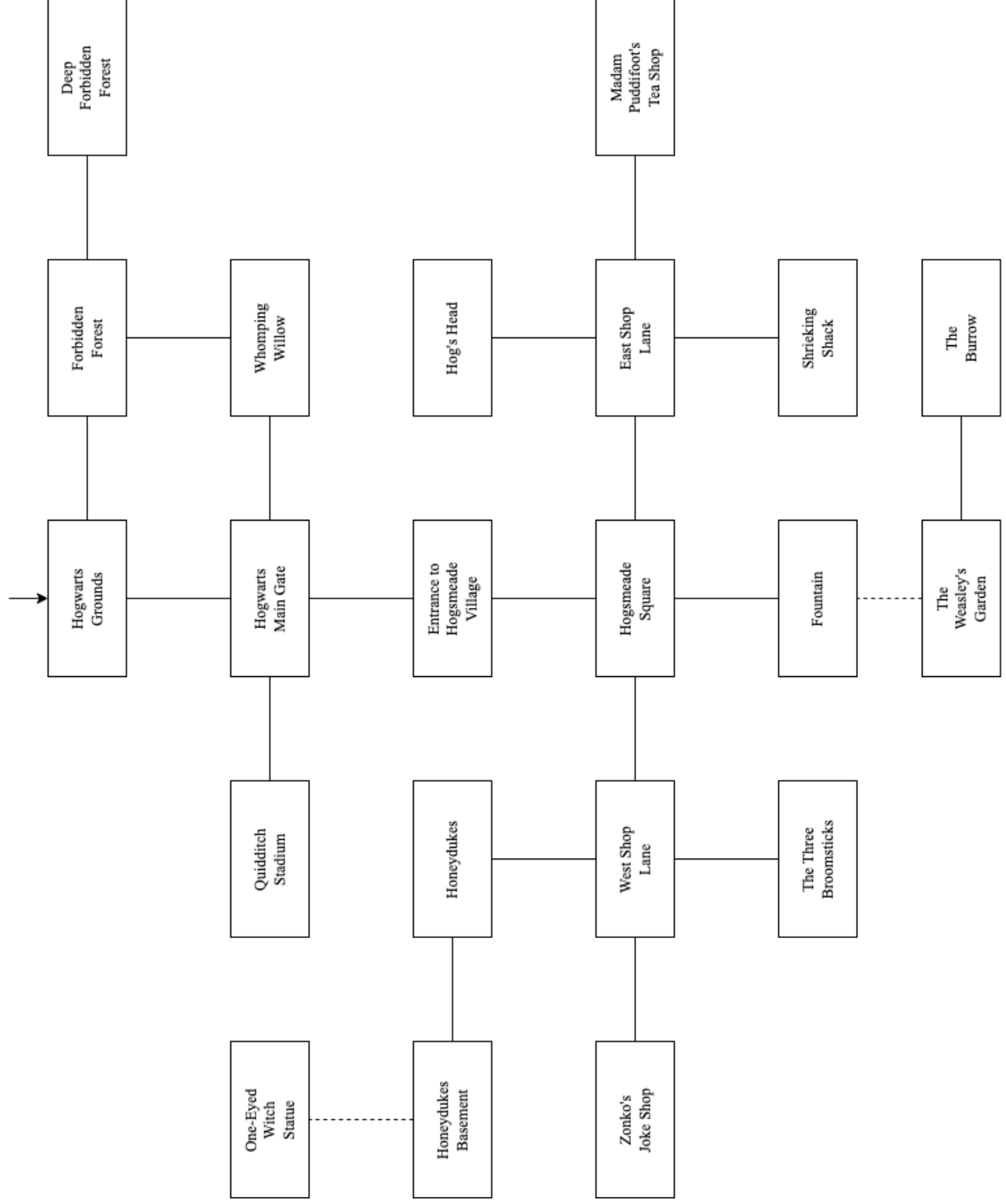


Figure 2: Block map of Hogwarts grounds and Hogsmeade village (outdoor gameplay area).