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CIS 162

**Adventure Game Design**

**Game Summary**:

You are The Doctor (from Doctor Who). You are currently traveling by yourself, but there are many worlds to explore. You are doing your usual thing…traveling the universe and saving various worlds when they happen to be in danger (which is, pretty much all the time). The Time Lords summon you and ask you to bring them a sample of Dalekanium from Skaro (this is a pre-Time War Doctor regeneration.). If you go straight there, you will die of radioactive poisoning, so you will have to make a few stops before traveling to Skaro.

**Planet Descriptions:**

Gallifrey: Home planet of the Time Lords (your species). Binary star system. "The sky's a bright orange,with a citadel enclosed in a mighty glass dome,shining under the twin suns.beyond that the mountains go on forever,Slopes of deep red grass,capped with snow." (Tenth Doctor) Part of the constellation Kasterborous.

Item: Sonic Screwdriver

Neighbors: Karn, Stormcage

Skaro: Home planet of the Daleks. Originally descended from a race called the Kelads, but underwent major genetic experimentation. All emotions are removed and Daleks are bent on universal domination. Stems from war with Thals, the other intelligent species on the planet. Skaro is mostly a radioactive wasteland. There is a Dalek city, some swamps, and some mutated forests.

Item: Dalekanium

Neighbors: Ood-Sphere

Sol-3: Sol-3 is the name for Earth. We know about Earth so I won’t describe it here.

Item: Bessie

Item: Jelly Baby

Neighbors: Karn, Stormcage, Phaester Osiris

Karn: Neighboring planet of Gallifrey (closer to the suns). See Brain of Morphius.

Item: Yo-yo

Neighbors: Zeta Minor, Gallifrey, Sol-3

Metebelis Three: A general blue planet. Blue sun, multiple moons, blue mountains, and light blue sky in day and darker blue at night. Many hostile and intelligent life forms.

Item: Metebelis Crystal

Neighbors: Zeta Minor

Obsidian: planet of perpetual darkness.

Item: Nanogenes

Neighbors: Phaester Osiris, Stormcage

Ood-Sphere: Planet of the Ood, a race which communicates telepathically and shares a memory-shares using a centralized brain (located on a the planet itself).

Item: 3D Glasses

Item: Scarf

Neighbors: Skaro, Zeta Minor

Phaester Osiris: home planet of the Osirans, powerful race from Pyramids of Mars. They are based off of the ancient Greek mythological gods.

Item: Radioactive Protection Suit

Neighbors: Sol-3, Obsidian

Stormcage: High security prison planet.

Item: Psychic Paper

Neighbors: Gallifrey, Sol-3, Obsidian

Zeta Minor: farthest planets of the known universe, has anti-matter, from Planet of Evil.

Item: Anti-Matter

Neighbors: Metabelis Three, Karn, Ood-Sphere

**Items:**

Sonic Screwdrivers: Opens doors, provided they’re not wood. Also can mess with electronics and, of course, unscrew/screw bolts and screws.

Weight: 5 lb

Reusable

Psychic Paper: Shows the viewer what they’re expecting to see. Useful when going under cover and needing to gain entry into someplace.

Weight: 5 lb

Reusable

Bessie: Car – good for quick travel.

Weight: 1000 lbs, but can be used to travel to an otherwise unreachable zone and back.

Reusable

Jelly Baby: A good thing to offer friends, or enemies

Weight 2 lb

Not Reusable

Yo-yo: Could be used for a gravity test. (Field Gravity Detector)

Weight 3 lb

Reusable

Scarf: Stylish accessory can be used to reach out of reach objects, trip up an enemy, and other uses.

Weight 3 lb

Reusable

3D Glasses: Can detect “void stuff”

Weight 2 lb

Reusable

Metebelis Crystal (from Metebelius Three): Has psychic powers. Can focus and amplify thoughts.

Weight 20 lb

Reusable

Dalekanium: Dalek casing material.

Weight 45 lb

Not Reusable

Radioactive Protection Suit: Protects you from exposure to radioactivity.

Weight 20 lb

Reusable

Nanogenes: Heal damaged tissue, assuming it has the correct blueprint.

Weight 10 lb

Not Reusable

Anti-Matter: Capable of producing enough energy to power a sun for 400 years with about a jar of it. It will try to kill anyone who tries to take it away from the planet and cause changes in the bodies of those who are exposed to it for too long (bodies become anti-matter as well).

Weight -10 lb

Not Reusable

**Actions**:

Help: Displays hits and descriptions about the game

Take: Allows a player to pick up an item if it’s not too heavy

Drop Item: Drops an item in the room

Look: shows the description of the current room

Show: shows items currently held

Move direction: attempts to move indicated direction

Exchange Item: Lets you trade one of your items for one in the room (in case weight is too heavy)

Use Item: Item is used to defeat an enemy. Will be used up and removed from bag but not added to room if not reusable, or kept if reusable.

**Game Over Conditions**:

A game ends immediately if a player is unable to defeat a foe or if he or she tries to leave Zeta Minor while holding the Anti-Matter. Defeating a foe may require a specific item, a logic puzzle, or a choice depending on the foe. If the Doctor is not defeated, the game will end once the Doctor has returned to Gallifrey carrying Dalekanium.

**Additional**:

The TARDIS: Your spaceship/time machine. It looks like a 1960s London police box, but it can take you anywhere in the universe. It’s bigger on the inside and powered by The Eye of Harmony(an artificial black hole). You use it to travel from planet to planet.

The TARDIS is in each world and usable like the elevator.

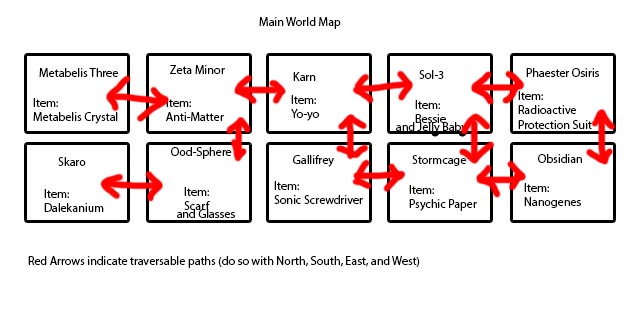
In the hard version, each location contains eight (rooms) in which they may have to fight a foe, pick up an item or two, or perform another action. They must be navigated using cardinal directions, whereas the main map must be navigated via TARDIS. In the basic version, each planet will be a room containing the item not commented out. Navigation is by cardinal directions.

There will be text descriptions of what is going on, kind of like in Zork (which seems to be what this project is loosely based on).

Your pockets may be dimensionally transcendental, but you can still feel the weight of the items! Because of this, you can’t carry more than 75lbs worth of items at a given time.

The map shows areas where the game could be over if you do the wrong thing in red, areas where you can’t lose and can enter without special access in black, and areas where you use an item to move on or obtain an item in blue.

**Game Map (Basic Version):**



**Winning strategy:**

Beginning

Gallifrey: take Sonic Screwdriver

Karn: use Sonic, take yo-yo

Zeta Minor: You can do a gravity test with yo-yo. It’ll change if you take anti-matter. Don’t leave with anti-matter.

Ood-Sphere: take Scarf

Zeta Minor: Don’t take anti-matter

Metabelis Three: Use scarf to trip/trap locals. Take Metabelis Crystal.

Zeta Minor: Don’t take anti-matter

Karn

Sol-3: Use Bessie (heavy) to get to Jelly Baby and take

Stormcage: trade Jelly Baby for Psychic Paper

Obsidian: take nanogenes using psychic paper(can be skipped by going to Phaester Osiris through Sol-3, but then you must get riddle right first try)

Phaester Osiris: Use crystal to enhance your knowledge/mental skills. You will not be given a question if you don’t have the crystal and the game will be over. Answer riddle to get Radioactive Protection Suit (can repair self with nanogenes if you make one mistake)

Sol-3

Karn

Zeta Minor

Ood-Sphere

Skaro: use Radioactive Protection Suit. Take Dalekanium

Ood-Sphere

Zeta Minor

Karn

Gallifrey: Use Dalekanium. Win game!