**Text-Based Adventure Game**

**Main task: Steal the plans**

To complete this main task, the player needs to accomplish several sub-tasks:

-Escape the bedroom

-Find the safe

-Find the combination to the safe

-Escape the building

**Major Task: Escape the bedroom without raising the alarm**

Purpose:

This will teach the player how to (a) look around the room for things to interact with, (b) look inside items for other items, (c) equip items, and (d) traverse the world.

Obstacles:

-The door is locked

-You’re not dressed for the party

Tasks to complete:

-Find key in nightstand

-Find suit/gown in closet

-Equip suit/gown

-Leave bedroom

Notes:

-Having both a suit and a gown in the closet could be a way for the player to choose the gender of the main character. We could even change various NPC interactions based on the character’s gender.

**Major Task: Find the Safe**

Purpose:

To familiarize the player with the world.

Obstacles:

-The safe is hidden in some room

-Searching will arouse suspicion from other party-goers

-The butler is blocking the top of the stairs

Tasks to complete:

-Get downstairs

-Find the correct room

-Clear the room of guests and search the room

Notes:

-We could put a possible hiding place in several different rooms, but only the third room fully checked will contain the safe. We could have an int in the game state which tracks how many potential hiding places have been opened, and only reveal the safe (and set the safe’s location) when that number has reached a certain point.

Minor Task: Get downstairs

Purpose:

To keep part of the world inaccessible until the player is more comfortable with the game. This keeps the player from getting overwhelmed.

Obstacles:

-The shrewd butler is blocking the top of the stairs. If he sees you, he’ll recognize you and raise the alarm.

Tasks to complete:

-Find that cute little maid the butler has a crush on?

Notes:

-There are all sorts of possibilities for distracting butlers. Who knows, maybe we frame him for murder?

Minor Task: Search Billiard room

Purpose: To offer puzzles for the player to solve

Obstacles:

-Fat man sleeping in a chair (all tasks must be completed quietly)

-Some guy playing pool

-Other party goers TBD

Tasks:

-Remove the party goers TBD

-Find the hiding place TBD

Notes:

-This room should contain items needed for other rooms’ puzzles.

Minor Task: Search Dining room

Purpose: To offer puzzles for the player to solve

Obstacles:

-A bunch of men in their 20s and 30s are talking about horse races

-More party goers TBD

Tasks:

-Find “Fun koala facts” to bore the young men into leaving

-Find the hiding place TBD

Notes:

-This room should contain items needed for other rooms’ puzzles.

Minor Task: Search Study

Purpose: To offer puzzles for the player to solve

Obstacles:

-Two young ladies gossiping in high pitched voices

-Other party goers TBD

Tasks:

-Find a mouse to scare the ladies away

-Find the hiding place TBD

Notes:

-This room should contain items needed for other rooms’ puzzles.

Minor Task: Search Bar

Purpose: To offer puzzles for the player to solve

Obstacles:

-Party goers TBD

Tasks:

-Remove/distract the party goers TBD

-Find the hiding place TBD

Notes:

-This room should contain items needed for other rooms’ puzzles.

Minor Task: Search Kitchen

Purpose: To offer puzzles for the player to solve

Obstacles:

-Party goers/staff TBD

Tasks:

-Remove/distract the party goers TBD

-Find the hiding place TBD

Notes:

-This room should contain items needed for other rooms’ puzzles.

**Major Task: Get combination**

Purpose:

To test the player’s mastery of the game

Obstacles:

-TBD

Tasks:

-TBD