Game Design Doc

Werewolf

Player

10 characters (5)

1. Blacksmith (+1 damage) man
2. Baker (+2 health (to total of 12)) man
3. Tanner (+1 armor) man
4. Priest (resurrect once during a fight) man
5. Miner (+1 damage on every turn/ regardless of a hit) man
6. Cobbler (+1 speed) man
7. Alchemist (health potion increases health by +2 during fight) woman
8. Doctor (heals half health once via potion) woman
9. Grave Robber (take one item from someone who has already died: works on, Blacksmith, Tanner, Cobbler, Alchemist) man
10. Hunter (gives you pelts which confuse the monster’s sense of smell, stuns for one turn) man

Attacks:

1. Speed attack 100 speed 25% chance to hit 10 damage, 35% chance of happening twice in one turn)
2. 5 Damage 70% chance of hitting
3. 50 damage has 15% chance of hitting

**Stats:**

**Added buffs to these**

**Hero**

50% Chance to hit first, or next (speed)

80 Health

100 Power (moves use percentages when doing accuracy)

**Wolf**

90% Speed (determines order)

200 Health

200 Power

Defense 90% of the time he will hit (goes down to 50% of hitting you)

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11. You call yourself a hero huh? Not with those skinny arms. I feed a family of five with nothing but my sweat and blood. What do you have to show for it?
    1. I’ve come to kill the werewolf.
    2. You think you can talk to me that way?
    3. Hey, I just came by to see if you could help me.
       1. A.R) The werewolf eh?... you’re gonna die hands down. Maybe I’ve got something in the back so at least you can go down fighting.
       2. B.R) Young, weak, and disrespectful. Get the hell out of my doorway.
       3. C.R) Sure I can help you, help direct you to the graveyard. You’ll be there soon enough.
12. Welcome to my bakery! Baking bread and folding flour. How can I help you?
    1. I was wondering if you could direct me to the werewolf?
    2. Baking bread and folding flour, you do anything useful here?
    3. I’d like a loaf please.
       1. A.R) The – the w-werewolf? Well, it’s just outside of town. But you don’t want to go chasing it young hero. You have hardly any meat on your bones! Here, take this loaf, for your health!
       2. B.R) I’m plenty useful or maybe you’d rather starve! You better not speak to the Blacksmith that way or he’ll cut your lips off!
       3. C.R) Sorry, but it looks like you don’t have a coin on you. Hard to come by on these hard times. Try knocking on someone else’s door.
13. I’m the tanner, turning hides into bags, belts, and armor. What can I do for you?
    1. Leather sounds like it would be pretty useful for guarding against werewolf bites.
    2. These are high quality! How much for some armor?
    3. Care to make a donation? I promise you won’t get eaten tonight.
       1. A.R) It is. Takes a long time to make too.
       2. B.R) At least five hundred coins, but there’s… something about you. I had a friend about your age before the werewolf got ‘em. Here, take this armor. It’ll do you good.
       3. C.R) Only the lord can promise such things and you look nothing like the lord. Get off my porch and pray you don’t die a sinner!
14. Child, you come to this place of worship in your hour of need. How might I help you?
    1. I’ve come to pray, father.
    2. Would you be able to bless me? I might die tonight.
    3. How much did this church cost the town?
       1. A.R) I welcome a child of faith. Bend your knee and I shall bless you.
       2. B.R) To bless the wanting is sin enough. Now leave this place and find your own blessing elsewhere.
       3. C.R) It cost the lives of saints and the tears of widows. Be gone from this holy ground for you soil it with your venomous questions.
15. Sorry for the dirt. Just got back from the mines. How can I help you?
    1. I’ve brought soap and clean clothes, the priest told me to bring these gifts to you.
    2. You seem wise and well learned. What treasures have you found in the earth?
    3. I bet you’re rich.
       1. A.R) The priest is filthier than me and so are you!
       2. B.R) You read that line out of a book? Come back when you’ve emptied your head of all that paper shit.
       3. C.R) Course! Just got a bunch of silver today. Too much actually, can’t store it all. Here, have some.
16. Shoes got a hole in them? I’ll patch them right up! Mender of soles, holes, and knotter of laces.
    1. Mender of souls, I pray to you ever night. Am I saved?
    2. My shoes need some mending for sure. I’ve been walking for ages.
    3. My shoes could use a shining but not much else. How much will it cost?
       1. A.R) You’re funny, I like it. Here, your shoes look a bit worn. Take these, can’t have a hero such as yourself without a strong soul.
       2. B.R) I can tell from your shoes that you’ve been walking only ten miles or so. A cobbler might beat shoes but he’s not beat in the head!
       3. C.R) A pretty penny for a pretty shining, but you’re in luck. I’ve lowered my prices to just 100 coins a shoe. Maybe next time you’ll have something more in your purse than lint.
17. The boundaries of elements are an illusion. Wake up and brace yourself. I’ll show you how to spin common cotton into rich rich gold.
    1. You’re crazy lady.
    2. Aren’t you supposed to turn lead into gold?
    3. I’m wide awake miss, had my coffee and everything.
       1. A.R) They called me mad, my husband. But he doesn’t call me mad any longer.
       2. B.R) THE BOUNDERIES OF ELEMENTS ARE AN ILLUSION. LEAVE NON-BELIEVER!
       3. Good, good. Here. To begin your journey into the art of alchemy, this potion will help you when times are hard, when the elements may lend you their strength.
18. I might be old but I can here you knocking so loudly at my door! Quiet – oh you’re right here. Nice to meet you. I’m the doctor, what ails you?
    1. I wanted to see how you were doing.
    2. You have a lot of wrinkles.
    3. I’m so ill – please – medicine or I’ll surely die.
       1. A.R) So sweet. No one ever wonders how the doctor is doing. I’m doing just fine dear. Here, have this. It only works once but it packs a wallop.
       2. B.R) Of course I do! I’m old! You think I don’t know? You’re denser than I thought. Get out or you’ll spread your idiocy to the rest of us.
       3. C.R) Your skin is oily and your breath smells terrible. You’re fine. Now leave, I’m busy.
19. Hey, get away. Don’t need the whole town to know I’m grave robbing.
    1. You just told me you were grave robbing.
    2. How has no one found you out yet?
    3. Teach me your skills and I’ll keep my mouth shut.
       1. A.R) I did. Now you getter get gone before I decide to slice your tongue out.
       2. B.R) Because I’m good at what I do kid.
       3. C.R) …I’ve been looking for a new apprentice. Sure, why not, you won’t die anytime soon right? The last one turned out to be full of worms.
20. Name’s hunter, figure it out. You woke me up from my rest. What’d you want?
    1. I need a gun.
    2. Your house is covered in…pelts. Doesn’t it smell?
    3. Sorry, please, get some rest.
       1. A.R) I don’t hunt with guns! What do I look like, an coward? I use a bow like any honorable hunter.
       2. B.R) Sure is! Smells like a dream. Nothing like the smell of hide and fur to wake you up in the night. Here, take some, it’ll keep you alert and awake.
       3. C.R) No sorry about it – I’m already up – now get out! You’re scaring away the game!

**Death Dialogue:**

“Nobody answers.”

“The house is dark, the door is open, everything is destroyed inside. You can’t bring yourself to enter.”

“Check the graveyard.”

**If the timer runs out:**

“You’ve wasted the day. Night falls. You hear a wolf howl in the distance.”

“The day has ended.”

**When you get an item**

“You have received: [item name here]”

1. A sword (black smith)
2. A loaf of bread (baker)
3. Leather armor (tanner)
4. Faith (priest)
5. Silver bar (miner)
6. Shoes (cobbler)
7. Health potion (alchemist)
8. Mega health potion (doctor)
9. \*item from someone is has already died **(if someone has not died yet, the player receives a shovel which does nothing)** (grave robber)
10. Smelly pelts (hunter)

**Intro:**

As a young hero, you find yourself in a quiet town plagued by a powerful werewolf. Every night the werewolf tears through the town and kills one villager. Stop the wolf before it’s too late, and take what items you can from each villager. But you can only take one item per night, choose wisely, and honor each sacrifice.

Of course, you can fight the werewolf at any time… but the odds are not on your side.

**Endings:**

1. “Congrats you saved the village! Zero casualties! Hold your head high, call yourself a hero, and hope the towns people don’t burn you at the stake for witchcraft.”
2. “Only one person died! Give yourself a pat on the back and a prayer to the church, they were getting old anyway.”
3. “Two people died – that’s 80% a passing grade! Run and tell your friends that you’re not mediocre – a true almost perfect victory.”
4. “Three people are dead… maybe not your best work but better than some. Just think about it, if you hadn’t shown up the werewolf