

# One Million Quest Campaign

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# Context

You are a drummer in a famous band, living in the peaceful suburb of Thieverytown. One day, you wake up to find that your house has been broken into, with your drum set and several trophies stolen. The objects are scattered throughout Thieverytown, with the drum set being essential to your occupation and the trophies containing sentimental value instead. You decide to search the town for clues, and by helping those in need you may also be led in the right direction.

# Setting

Seaside suburb

# No. of inhabitants

100 (Businesses, protest, house party)

# Objectives

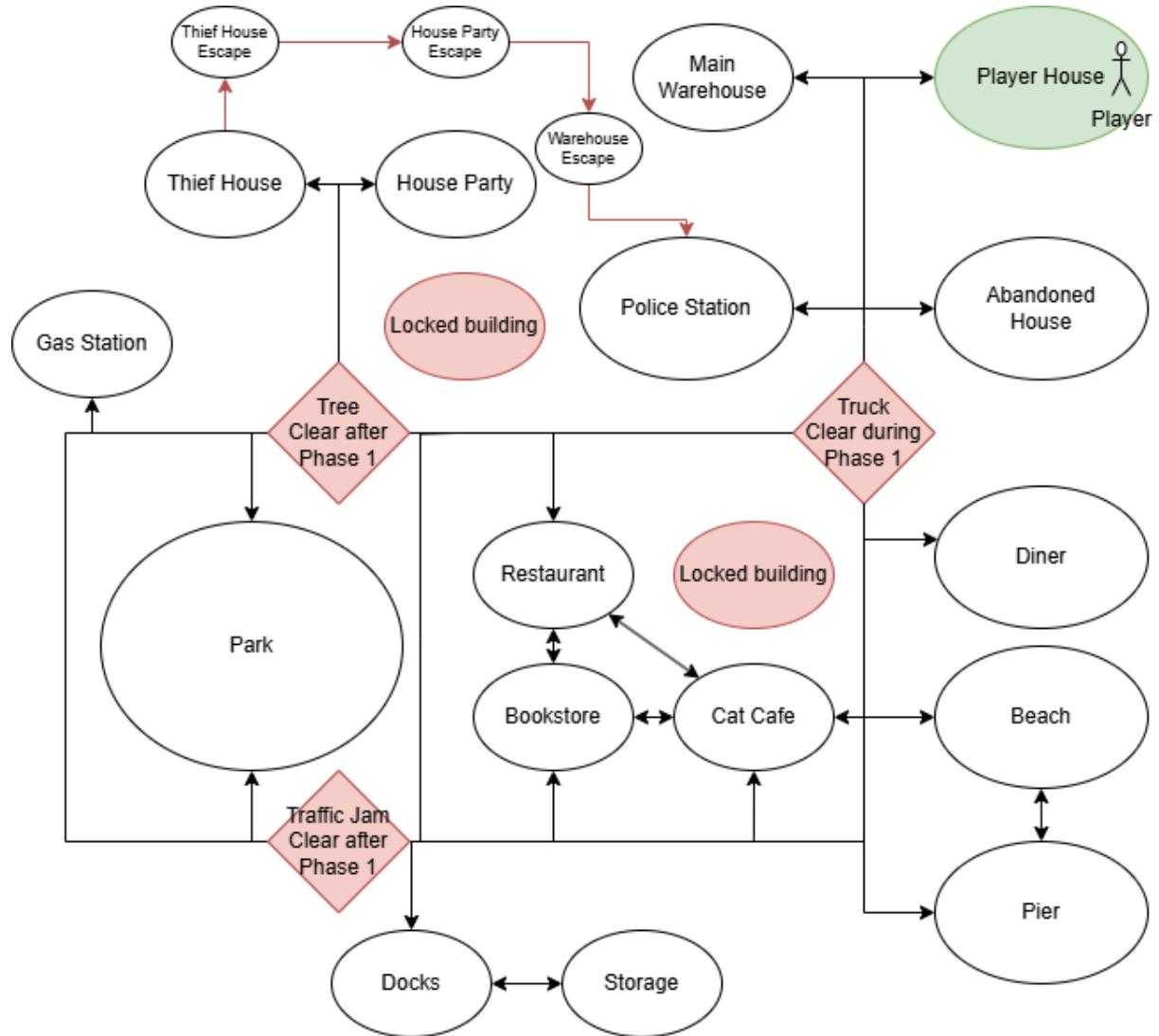
Main objective: Retrieve the drum set from where the Thief hid it, and bring the Thief to justice

Sub-objectives: Recollect all the trophies from around Thieverytown, collect all items related to DJ Beach Piers, and interact with everyone.

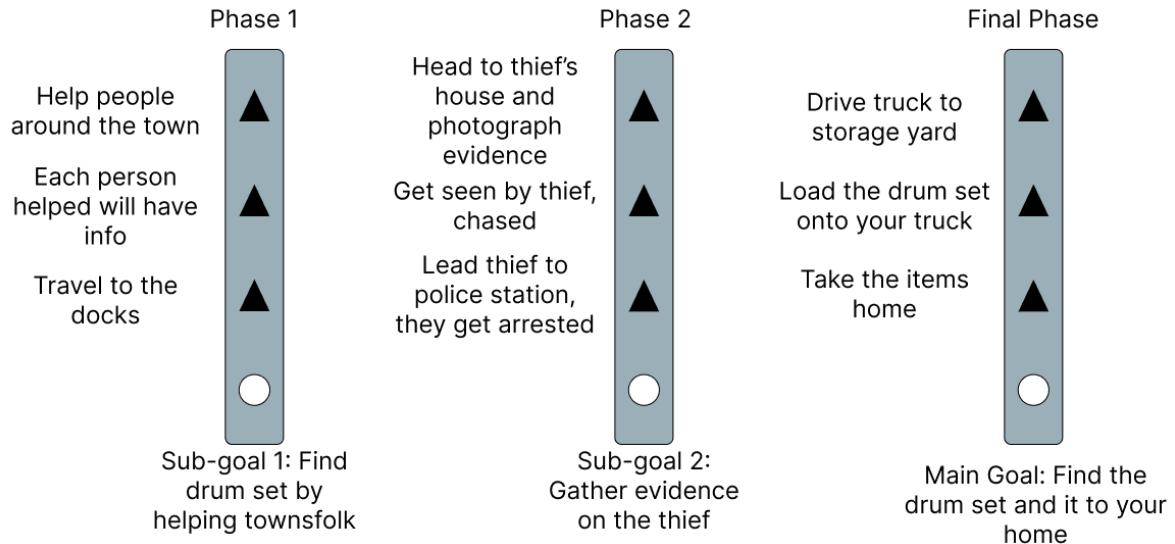
# Programme

This is a programme of the level layout. Note that red diamonds signify blockages that cannot be passed until they are cleared, and red circles represent fully locked buildings.

Red arrows/connections indicate one-way paths.



# Key Interaction Events



## Level

High quality images: Level.png, Level\_NoFog.png, Level\_Clean.png



# Icon Legend

Icon	Description
	Door or gate is locked and cannot be opened
	Plot point happens when the player reaches this location
	Objects are moved when the player does an action / progresses the story
	NPC with interaction (help for XP, talk to purchase items, etc)
	Story-relevant NPC

# Experience Draft & Intensity Curve: Golden Path

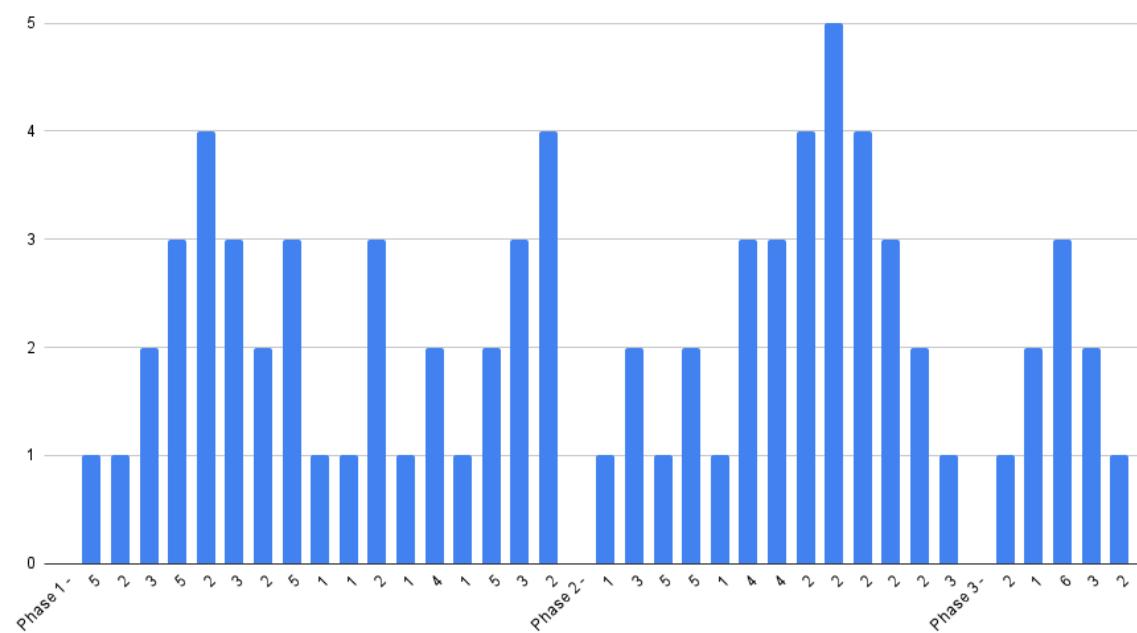
Below is the experience draft and intensity curve for the Golden Path, higher quality chart at IntensityCurve\_Golden.png. A map of the player's route is attached and can also be found at Route\_Golden.png.

Action	Description	Duration (min)	Intensity
Intro	You wake up to find your house broken into. Your priceless drum set and trophies are missing, and you begin investigating your house.	5	1
Walking	Walk to the police station.	2	1
Check the police station	You head to the police station and lodge a report. They turn you away as there is no evidence.	3	2
Apprehend the fleeing suspect	A suspect tries to escape as you are talking. You give chase.	5	3
	The suspect crashes into the truck outside, pushing it aside and knocking a trophy out of the container.	2	4
	You apprehend the suspect, bringing them back to the police station.	3	3
Officer gives a direction	The new officer whose suspect you caught directs you to the diner with potential info.	2	2
	The truck accident in front of the police station is now moved in a way that allows you to walk past it.		
	[MORE OF THE LEVEL IS NOW OPEN; THE PLAYER CAN EXPLORE FURTHER]		
Fix the coffee machine	Fix the broken coffee machine for the caffeine-addicted cop	5	3
Walking	Walk to the Diner.	1	1
Trophy #10	Collect the dropped Trophy from the truck	1	2
Beach Piers poster	Collect a Beach Piers invite from the hood of a parked car.	1	1
Help the handicapped customer	Assist a handicapped customer to park their car and enter the diner.	2	2
Help the waitress dispose of trash	Help the waitress to throw trash into the dumpster.	2	3
Order drinks	Order some drinks and make small talk with the cashier. She will mention seeing your drum set at the docks.	3	2

Walking	Walk to the Cat Cafe.	1	1
Rescue a cat	Chase away the dog and coax the cat into climbing down	2	3
Walking	Walk to the bookstore.	1	1
Confused shopper	Find the Mouse plush for the confused shopper	4	2
Walking	Walk to the docks.	1	1
Searching the docks	Search for the drum set at the docks.	5	2
Help the dock worker	Help direct the dock worker to move containers. He will help you locate your drum set in return.	3	3
Finding the drum set	You find the drum set in a cargo container, along with evidence that points to the Thief staying in Neighbourhood 2.  [END OF PHASE 1]	2	4
Walking	Leave the docks	1	1
Solve the traffic dispute	Help the angry drivers outside the dock entrance to clear their vehicles.	3	2
Walking	Walk to neighbourhood 2.	5	1
Locating Thief's house	You enter Neighbourhood 2 and begin searching for the Thief's house.	5	2
Help Beach Piers to autotune	Help Beach Piers to connect his speakers and download autotune so he can start his mix. He will point out your trophy being used for a drinking game inside the house.	1	1
Win a drinking game	Participate in the drinking game to win your trophy back.	4	3
Photographing evidence around Thief's house	You sneak around the Thief's house and take photos of his "thievery plans" for evidence.	4	3
Escape the Thief	The Thief finds you sneaking around his house and gives chase	2	4
Run past the house party	Use the only available path under the fence and run behind the house party.	2	5
Run through the warehouse	Evade the thief through the open warehouse.	2	4
Run to the police station	Lead the Thief to the police station	2	3

Theft gets apprehended	The Thief is apprehended by the police; you show them the evidence of the theft	2	2
Theft is arrested	Theft is arrested; you are free to leave	3	1

Duration (min) and Intensity





## Experience Draft & Intensity Curve: 100% Clear

100% Clear refers to the path a player would take to clear all required and optional objectives, with little to no backtracking.

Below is the experience draft and intensity curve for the 100% Path, higher quality chart at IntensityCurve\_Max.png. A map of the player's route is attached and can also be found at Route\_Max.png.

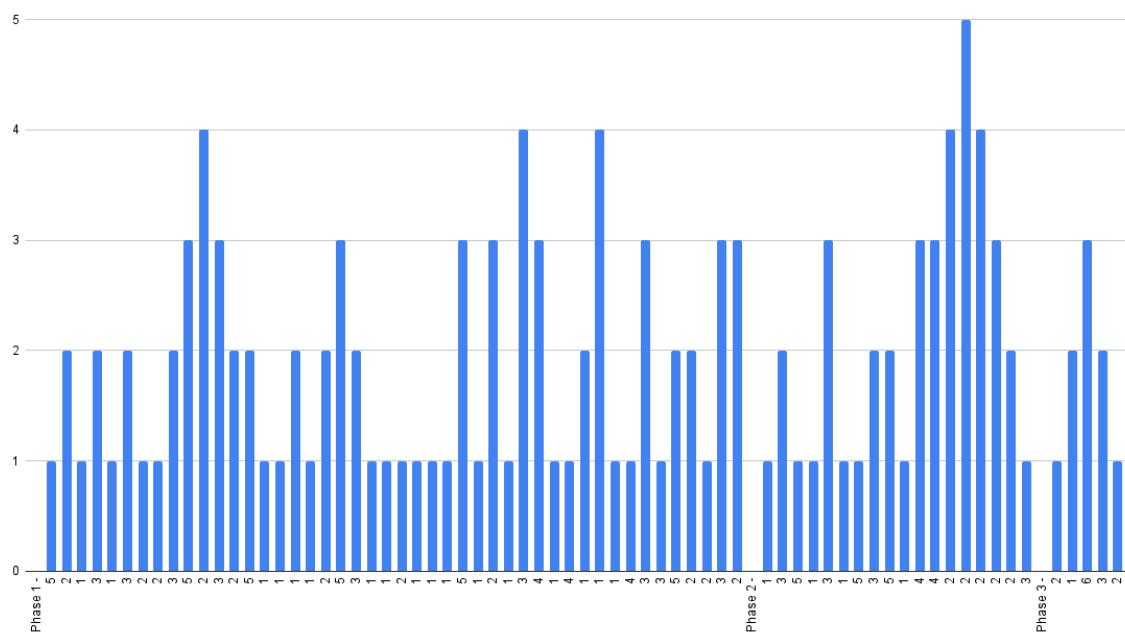
Action	Description	Duration (min)	Intensity
Intro	You wake up to find your house broken into. Your priceless drum set and trophies are missing, and you begin investigating your house.	5	1
Beach Piers poster	Collect the poster for Beach Piers' house party from your dining table.	2	2
Walking	Walk to the warehouse.	1	1
Trophy #11	Collect the Trophy from the warehouse.	3	2
Walking	Walk to the abandoned house.	1	1
Trophy #1	Collect the Trophy from the abandoned house, pushing aside bushes.	3	2
Beach Piers Graffiti	Observe the graffiti in the garage of the abandoned house.	2	1
Walking	Walk to the police station.	2	1
Check the police station	You enter the police station and lodge a report. They turn you away as there is no evidence.	3	2
Apprehend the fleeing suspect	A suspect tries to escape as you are talking. You give chase.	5	3
	The suspect crashes into the truck accident outside, pushing it aside and knocking a trophy out of the container.	2	4
	You apprehend the suspect, bringing them back to the police station.	3	3
Officer gives a direction	The new officer whose suspect you caught directs you to the diner with potential info.	2	2
	The truck accident in front of the police station is now moved in a way that allows you to walk past it.		

	[MORE OF THE LEVEL IS NOW OPEN; THE PLAYER CAN EXPLORE FURTHER]		
Fix the coffee machine	Fix the broken coffee machine for the caffeine-addicted cop	5	2
Beach Piers album	Collect the Beach Piers album from the table.	1	1
Walking	Walk to the Diner.	1	1
Trophy #10	Collect the dropped Trophy from the truck	1	2
Beach Piers poster	Collect a Beach Piers invite from the hood of a parked car.	1	1
Help the handicapped customer	Assist a handicapped customer to park their car and enter the diner.	2	2
Help the waitress dispose of trash	Help the waitress to throw trash into the dumpster.	5	3
Order drinks	Order some drinks and make small talk with the cashier. She will mention seeing your drum set at the docks.	3	2
Trophy #2	Collect the Trophy from the Diner toilet.	1	1
Walking	Walk to the beach.	1	1
Help lost teenagers	Direct the lost teenagers to the party at DJ Beach Piers' house	2	1
Beach Piers poster	Collect a Beach Piers invite from the table.	1	1
Walking	Walk to the pier.	1	1
Fishing for a trophy	Rent a fishing rod from Rent-A-Rod Rick	1	1
	Fish for the floating trophy	5	3
Walking	Walk to the Cat Cafe.	1	1
Rescue a cat	Chase away the dog and coax the cat into climbing down	2	3
Walking	Enter the Cat Cafe.	1	1
Trophy #2	Collect the Trophy from the cat toys box. There is a small scuffle as a cat attempts to take a nap inside the trophy.	3	4
Torn Beach Piers poster	Wrestle the torn poster from a cat.	4	3
Walking	Walk to the bookstore.	1	1
Confused shopper	Find the Mouse plush for the confused shopper	4	1

Beach Piers book	Collect Beach Piers' autobiography from a shelf.	1	2
Trophy #4	Steal the stolen trophy that was put on sale and run out of the store without getting seen.	1	4
Walking	Walk to the restaurant.	1	1
Trophy #7	Sneak past the security guard and steal the trophy from the office.	4	1
Beach Piers posters	Collect 4 scattered Beach Piers posters around the crashed truck while avoiding being spotted by the driver.	3	3
Walking	Walk to the docks.	3	1
Searching the docks	Search for the drum set at the docks.	5	2
Beach Piers poster	Collect the Beach Piers poster from on top of an unstable oil barrel.	2	2
Beach Piers graffiti	Observe the graffiti left in an open storage locker.	2	1
Help the dock worker	Help direct the dock worker to move containers. He will help you locate your drum set in return.	3	3
Finding the drum set	You find the drum set in a cargo container, along with evidence that points to the Thief staying in Neighbourhood 2. [END OF PHASE 1]	2	3
Walking	Leave the docks	1	1
Solve the traffic dispute	Help the angry drivers outside the dock entrance to clear their vehicles.	3	2
Walking	Walk to the park.	5	1
Beach Piers poster	Collect a poster from an abandoned picnic mat.	1	1
Trophy #3	Collect the Trophy from a pile of rocks in the middle of the pond. Extra difficulty for balancing on rocks to reach it.	3	3
Beach Piers poster	Collect a poster from an abandoned picnic mat.	1	1
Walking	Walk to the Neighbourhood 2.	5	1
Beach Piers posters	Collect 4 more scattered posters around the (now cleared) crashed truck, avoiding the oil spill.	3	2
Locating Thief's house	You enter Neighbourhood 2 and begin searching for the Thief's house.	5	2

Help Beach Piers to autotune	Help Beach Piers to connect his speakers and download autotune so he can start his mix. He will point out your trophy being used for a drinking game inside the house.	1	1
Win a drinking game	Participate in the drinking game to win your trophy back.	4	3
Photographing evidence around Thief's house	You sneak around the Thief's house and take photos of his "thievery plans" for evidence.	4	3
Escape the Thief	The Thief finds you sneaking around his house and gives chase	2	4
Run past the house party	Use the only available path under the fence and run behind the house party.	2	5
Run through the warehouse	Evade the thief through the open warehouse.	2	4
Run to the police station	Lead the Thief to the police station	2	3
Thief gets apprehended	The Thief is apprehended by the police; you show them the evidence of the theft	2	2
Thief is arrested	Thief is arrested; you are free to leave	3	1
	[END OF PHASE 2]		
Get the drums	You return to the docks to retrieve your drum set	2	1
Open storage locker	Open the storage locker to access the drum set.	1	2
Load the drums	You load the drum set onto your truck	6	3
Drive the drums back home	You drive the truck back home	3	2
Return home	You return home; the drum set has been recovered [END OF PHASE 3]	2	1

### Duration (min) and Intensity





# Experience Draft & Intensity Curve: Direct Path

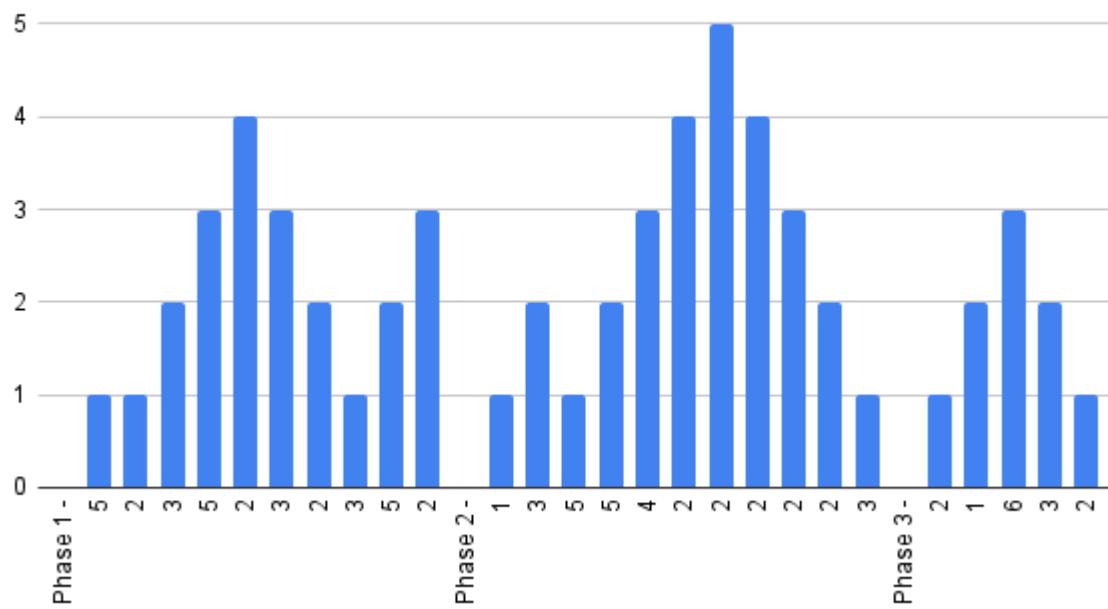
The Direct Path refers to the path a player would take if they were to only do required objectives, foregoing all optional tasks along the way.

Below is the experience draft and intensity curve for the Direct Path, higher quality chart can be found at IntensityCurve\_Direct.png. A map of the player's route is attached and can also be found at Route\_Direct.png.

Action	Description	Duration (min)	Intensity
Intro	You wake up to find your house broken into. Your priceless drum set and trophies are missing, and you begin investigating your house.	5	1
Walking	Walk to the police station.	2	1
Check the police station	You head to the police station and lodge a report. They turn you away as there is no evidence.	3	2
Apprehend the fleeing suspect	A suspect tries to escape as you are talking. You give chase.	5	3
	The suspect crashes into the truck accident outside, pushing it aside and knocking a trophy out of the container.	2	4
	You apprehend the suspect, bringing them back to the police station.	3	3
Officer gives a direction	The new officer whose suspect you caught directs you to the diner with potential info.	2	2
	The truck accident in front of the police station is now moved in a way that allows you to walk past it.		
	[MORE OF THE LEVEL IS NOW OPEN; THE PLAYER CAN EXPLORE FURTHER]		
Walking	Walk to the docks.	3	1
Searching the docks	Search for the drum set at the docks.	5	2
Finding the drum set	You find the drum set in a cargo container, along with evidence that points to the Thief staying in Neighbourhood 2.	2	3

	[END OF PHASE 1]		
Walking	Leave the docks	1	1
Solve the traffic dispute	Help the angry drivers outside the dock entrance to clear their vehicles.	3	2
Walking	Walk to neighbourhood 2.	5	1
Locating Thief's house	You enter Neighbourhood 2 and begin searching for the Thief's house.	5	2
Photographing evidence around Thief's house	You sneak around the Thief's house and take photos of his "thievery plans" for evidence.	4	3
Escape the Thief	The Thief finds you sneaking around his house and gives chase	2	4
Run past the house party	Use the only available path under the fence and run behind the house party.	2	5
Run through the warehouse	Evade the thief through the open warehouse.	2	4
Run to the police station	Lead the Thief to the police station	2	3
Thief gets apprehended	The Thief is apprehended by the police; you show them the evidence of the theft	2	2
Thief is arrested	Thief is arrested; you are free to leave	3	1
	[END OF PHASE 2]		
Get the drums	You return to the docks to retrieve your drum set.	2	1
Open storage locker	Open the storage locker to access the drum set.	1	2
Load the drums	You load the drum set onto your truck	6	3
Drive the drums back home	You drive the truck back home	3	2
Return home	You return home; the drum set has been recovered [END OF PHASE 3]	2	1

## Duration (min) and Intensity





## Experience Draft (Optional Encounters)

Below is a list of durations and intensities for all optional encounters specifically.

Location	Action	Description	Duration (min)	Intensity
Diner	Help the handicapped customer	Assist a handicapped customer to park their car and enter the diner.	5	2
Diner	Help the waitress dispose of trash	Help the waitress to throw trash into the dumpster.	2	3
Diner	Order drinks	Order some drinks and make small talk with the cashier. She will mention seeing your	3	2

		drum set at the docks.		
Police station	Fix the coffee machine	Fix the broken coffee machine for the caffeine-addicted cop	5	2
Beach	Help lost teenagers	Direct the lost teenagers to the party at DJ Beach Piers' house	2	1
Pier	Fishing for a trophy	Rent a fishing rod from Rent-A-Rod Rick	1	1
		Fish for the floating trophy	5	3
Cat Cafe	Rescue a cat	Chase away the dog and coax the cat into climbing down	2	2
Bookstore	Confused shopper	Find the Mouse plush for the confused shopper	4	1
Docks	Help the dock worker	Help direct the dock worker to move containers. He will help you locate your drum set in return.	3	3
House party	Help Beach Piers to autotune	Help Beach Piers to connect his speakers and download autotune so he can start his mix. He will point out your trophy being used for a drinking game inside the house.	1	1
House party	Win a drinking game	Participate in the drinking game to win your trophy back.	4	3

# Distribution of Resources (Experience Points)

There are several sources of XP scattered about Thieverytown. However, only some are required for the player to collect in order to progress the game.

These activities also have a difficulty value, which dictates how much XP is awarded. The XP amounts for each difficulty are as follows:

Difficulty	XP	Amount in level
Beach Piers Item	1000	19
Trivial	2000	3
Very Easy	5000	4
Easy	10000	5
Medium	25000	5
Hard	40000	4
Very Hard	80000	3
Legendary	150000	3

Below is the distribution of all resources in the level.

No.	Location	Action	Type	Value (XP)
1	Abandoned house	Beach Piers Graffiti	Optional	Beach Piers Item
2		Trophy #1	Optional	Trivial
3	Police Station	Beach Piers album	Optional	Beach Piers Item
4		Fix the coffee machine	Optional	Trivial
5		Chat with officers	Optional	Very Easy
6		Win at Donut Toss	Optional	Very Easy
7		Apprehend the fleeing suspect	Required	Hard
8		Lead Thief to the police	Required	Legendary
9		Trophy #10, falls out of container after suspect rams it	Optional	Medium
10	Diner	Beach Piers poster	Optional	Beach Piers Item
11		Help Waitress to dispose trash	Optional	Very Easy
12		Buy drink, make small talk	Optional	Trivial

13	Docks/storage	Help handicapped customer	Optional	Easy
14		Trophy #2	Optional	Medium
15		Help dock worker	Optional	Easy
16		Beach Piers poster	Optional	Beach Piers Item
17		Beach Piers graffiti	Optional	Beach Piers Item
18		Solve the traffic dispute	Required	Very Hard
19		Find the drum set	Required	Legendary
20	Park	Trophy #3, sentimentality bonus	Optional	Hard
21		Beach Piers poster	Optional	Beach Piers Item
22		Beach Piers poster	Optional	Beach Piers Item
23	Bookstore	Help confused shopper locate Mouse plush	Optional	Easy
24		Beach Piers book	Optional	Beach Piers Item
25		Trophy #4	Optional	Easy
26	Cat Café	Rescue cat from tree	Optional	Easy
27		Beach Piers poster (torn)	Optional	Beach Piers Item
28		Trophy #5	Optional	Medium
29	Neighbourhood 2	Help Beach Piers to activate autotune	Optional	Very Easy
30		Photograph evidence at Thief's house	Required	Very Hard
31		Trophy #6, bonus for winning drinking game	Optional	Very Hard
32	Neighbourhood 2 truck accident	Beach Piers poster	Optional	Beach Piers Item
33		Beach Piers poster	Optional	Beach Piers Item
34		Beach Piers poster	Optional	Beach Piers Item
35		Beach Piers poster	Optional	Beach Piers Item
36		Beach Piers poster	Optional	Beach Piers Item
37		Beach Piers poster	Optional	Beach Piers Item
38		Beach Piers poster	Optional	Beach Piers Item
39		Beach Piers poster	Optional	Beach Piers Item
40	Restaurant	Trophy #7, bonus for sneaking in to steal it back	Optional	Hard
41	Gas station	Trophy #8, sentimental bonus	Optional	Hard
42	Pier	Beach Piers fishing rod	Optional	Beach Piers Item
43		Trophy #9, bonus for difficulty	Optional	Legendary
44	Beach	Beach Piers invite	Optional	Beach Piers Item

45		Direct lost teenagers to the house party	Optional	Medium
46	Warehouse	Trophy #11, no bonus	Optional	Medium

Total available XP:

Type	Amount
Required	500000
Optional	570000
Total	1070000