Project #1: Peridot's Falling
Mackenzie Strobeck

The game is based around a town facing murders and strange death circumstances, leaving less people alive than there are dead. Your character drove into the town of Peridot and now cannot leave. You must solve the mysteries in order to find your way out or lose your life trying. There are plenty of areas to explore and hear bits of story, as well as collect three protective crystals that need to find their way home to Mystic Gardens. The real mystery is who took these crystals and awoke this darkness?

Starting Area
Gain 3 Protective Crystals in order to attempt access to maze

Location	Description
5N	
4N	Graves - minimal lore
3N	
2N	House - Interactive - Note - Crystal
1N	

- Small playground - lore
- Store - interactive - lore
- diner - interactive - lore

4W	3W	2W	1W	Starting Point	1E	2E	3E	4E	5E	6E

- Bridge - cannot cross
- Park

- Gas station - lore
- Fountain - lore - crystal

| 1S |
| 2S |
| 3S |
| 4S |
| 5S |

- Small grocery shop - interactive
- Cemetery - disturbed graves
- Any further you approach your death
- Looming darkness - lore - approaching death

Legend
- Interactive Areas - Exploration - Lore
- Interactive Areas - Exploration - Crystal Locations
- Areas that have looming darkness near by
- Cannot access until all crystals recovered
- Cannot advance