

Wax Palace Proposal

Team Members:

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Game description:

Wax Palace is a third person adventure game with a focus on human-designed puzzles and storytelling. The game revolves around a main character who goes to investigate the murder of his father in a Wax Palace. However upon arriving at the Wax Palace the player gets into trouble and must go on two missions in order to save themselves and their friends.

These two missions focus on the use of items and inventory management.

3D world and characters:

The world itself will be closed-world and will focus on smaller human designed locations that we feel can reach an adequate level of polish by May. The world itself has been extensively built by Narpavirajan.

The characters are:

1. Player
2. Player's friend(he is not visible to the user since he will be inside the basement of Room G1.)
3. Older blind king
4. Older deaf king
5. 5 blind sons of blind king
6. 5 deaf sons of deaf king

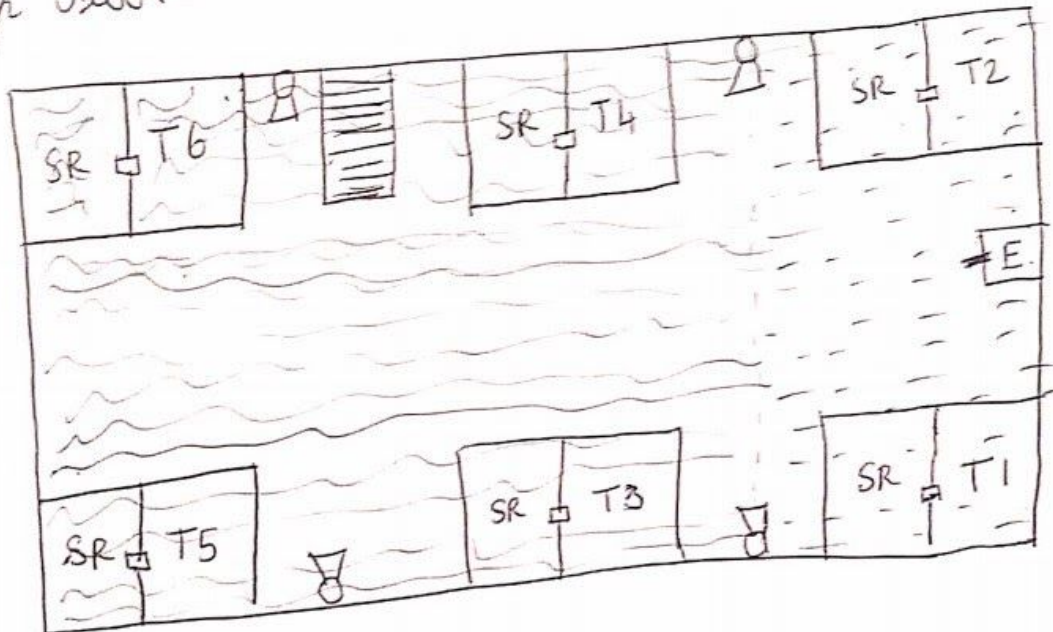
Game mechanics:

To give an idea of game mechanics here is a description of the two missions we will be implementing.

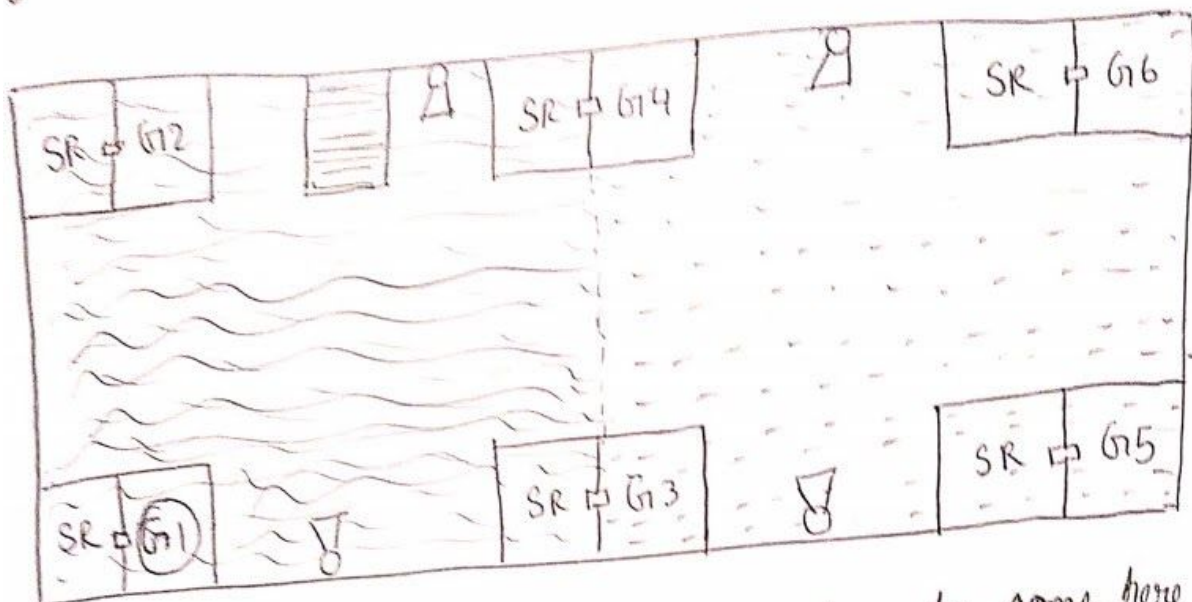
Surrounding Layout:

Wax Palace:-

Top Floor:-



Ground Floor:-



① → Very Important as player has to come here now and then for reviewing his friend.

SR - Storage Room.

≡ → Thick Wax

≡ → Thin Wax

⌘/8 → Five torches stuck on wall.

≡ → Staircase to ground floor.

E → The door through which player and his friend entered the wax place in plot before Mission 1.

Scanned with CamScanner

Plots:

Plots will just appear as text before the instructions of a particular mission. It is not mandatory to read the plots for the user. But if he reads them, he can understand well about the nuances of the missions and the objects used by the characters.

Plot before Mission 1:

<https://docs.google.com/document/d/1ypOuZWpoNJXK5aYmdt4K0vSbiF7zCgMc938LKIZaaRg/edit?usp=sharing>

Plot before Mission 2:

<https://docs.google.com/document/d/1fegw7F9euMNCs5qnZrtniDMH0U88g1Gcoc6BPMzieQs/edit?usp=sharing>

Plot/Scene after the end of the game:

https://docs.google.com/document/d/1Epf_rln06BbXOvL-T3aTqyqPKMbMR_tORLXuKW7M6I/edit?usp=sharing

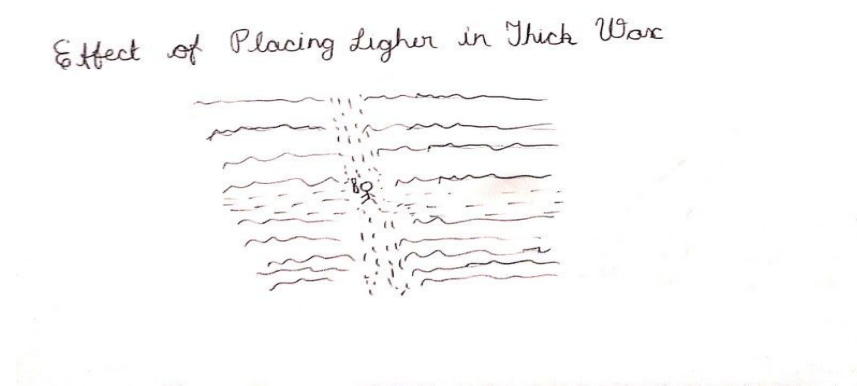
Mission 1:

Aim: To reach your friend in the basement by moving from Room T1 in top floor to Room G1 in the ground floor.

Items in your/the player's inventory: A lighter.

Obstacles: There are deaf warriors in the top floor and there are blind warriors in the bottom floor roaming here and there with torches. In each floor, the floor is divided into 2 types:

Thick Wax and Thin Wax. When you step on thick wax, you attract the blind warriors who can hear. So, thin wax is safer. So, to walk through thin wax, you can use your lighter which melts thick wax into thin wax within a particular radius like below:



Starting Point: Room T1

End Point: Basement door in the floor in Room G1

Mission 2:

Find where the key leads you to

Aim: Find all the other liquids and kill all warriors

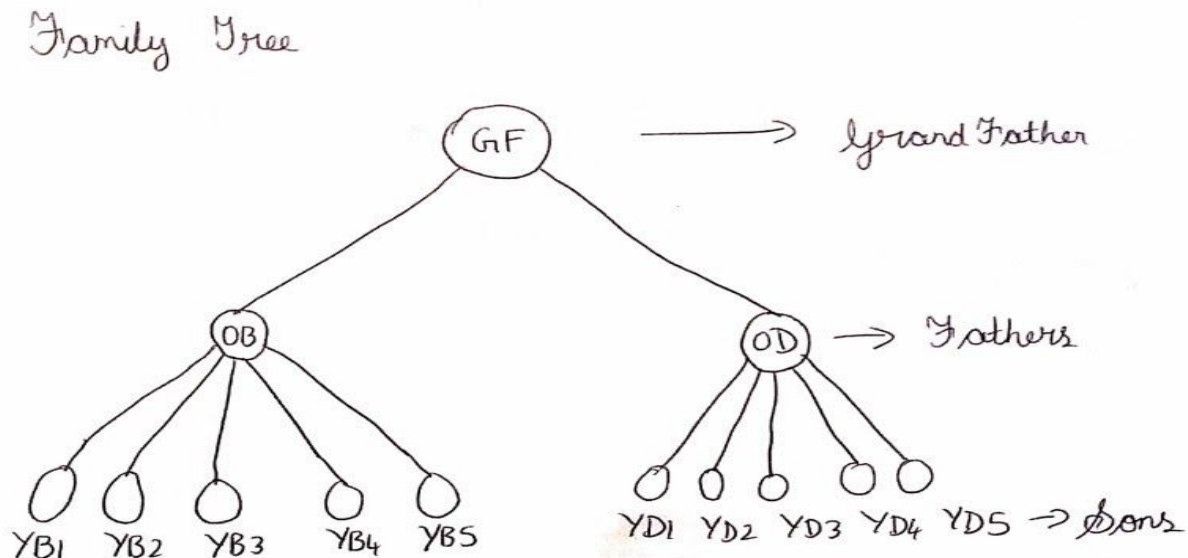
Starting Point: Room G1

1. The player has touched his friend's wound which contains poison by his hand. The enemies from all floors can trace him through the poison's smell. So, he has to find a skeleton (the only skeleton in Room T3) which has the smell-hiding plaster to hide the smell coming from his hand.
2. As soon as the mission starts, a timer of 5 minutes will start running. If the timer stops, his friend will die and "Game Over". So, he has to find skeletons with medicines to cure poison for 5 minutes and before the 5 minutes end (almost all skeletons will have the poison medicine), the player has to come back to the basement door (Endpoint Constant). If he reaches the endpoint and clicks the medicine in his inventory, his friend will get revived. But even after that the timer will start over again for 5 minutes.
3. Even one scratch from the enemy's sword will make the player die and "Game Over".
4. Also, the mission is totally dependent on the player's brilliance and his quest. The player has no prior knowledge about where the liquids are and how to kill the 11 warriors. He has to find it out.

How this mission actually works if the player is smart enough:

The key opens only the storeroom in Room G6. After reaching the storeroom in Room G6, he finds the other RBCAL liquid and his father's friend's skeleton. This skeleton has a hearing aid (hearing machine), a bottle with alcohol and a paper probably torn from a book. The paper says this, "A leaf

can only die at the hand of another leaf sharing the same parent or at the hand of the parent . The leaf can be killed only when harmed in the middle of its main vein. If any leaf is killed by another leaf having different parent, all leaves become immortal.” The player thinks of each of the 12 enemies as leaves and the main vein as their spinal cord in the back. Now to think of the leaves, the player thinks of the family tree (as shown below):



OB indicates older blind and OD indicates older deaf. YB indicates younger blind and YD indicates younger deaf.

According to the family tree, the older blind guy and the older deaf guy are born to the same king. So, they are from the same branch. And 5 deaf young brothers belong to the same branch and 5 blind young brothers belong to the same branch. The fathers can kill their own sons. YB1, YB2, YB3, YB4 and YB5 can kill each other and OB can kill his own sons. But YB1, YB2, YB3, YB4 and YB5 cannot kill OD or OD's sons. Same theory applies for the deaf family. Now, the player comes out and wants to test whether this is true. So he comes out of the room. He is standing exactly in the border between thick wax and thin wax. Each object in the inventory has two options: 1. See 2. Interact

Inventory(right now):

1. **Lighter:**

Interaction: Place it where he stands.

2. **Paper(Only See)**

3. **Hearing Machine(Only See)**

4. **Smell hiding plaster in his hand**

Interaction:

1. **Remove**

2. Stick

5. Alcohol(Only See)

6. Poison Curing Medicine

Interaction:

1. Place it where he stands.

Regarding taking the immortality liquid:

The storeroom having RBCAL will have the key for the storeroom containing WBCAL. This room will contain the key for PCAL and PCAL's storeroom will contain the key for HAL. So, the player should get liquids in the following order so that he doesn't mess this quest for immortality liquids:

1. RBCAL(1)->Storeroom of Room G6
2. WBCAL(2)->Storeroom of Room T6
3. PCAL(2)->Storeroom of Room G3
4. HAL(1)->Storeroom of Room T3

If the player gets 2 WBCAL bottles, he can place one bottle in the basement door on the floor of Room G1 to revive his friend permanently and it will stop the timer forever.

Regarding killing the warriors:

So, on the ground floor, there are 6 blind warriors and on the top floor, there are 6 deaf warriors. Since, the player is on the ground floor, the warriors can't see him. But they can smell the poison in his hand if he removes the plaster. If two blind guys stand one behind another, the player can just go and stand near the space in between them(not in between them) and he can remove the plaster and the blind guy standing behind will stab the guy in front making him disappear indicating his death. After that, the player should immediately stick the plaster again to avoid getting himself killed. Since all warriors will have a poison bottle used for applying it to their swords, one poison bottle and one sword will get added to the player's inventory automatically after every dead warrior disappears. Now, since every blind warrior will keep on moving here and there, the player has to wait till two blind guys stand between each other and then aim and throw the poison bottle at the guy standing in front and the guy standing in back will automatically kill the guy in the front. But, the player has to make sure that the older blind guy lives.

The same procedure can be followed for the deaf guys on the top floor but they are not blind. So, the player should first hide in a room and throw things through the small window in the door. He should kill the fire torch of the deaf guy standing in the back by aiming and throwing one of the swords in his inventory before he aims and throws the poison bottle on the deaf guy standing in front. Again, he should spare the older deaf guy.

Now, he has to attract the older deaf guy and lead him to the ground floor and hide in a room. He has to follow the same procedure but if one guy kills the other, one should still remain alive. The player needs to be careful. The player should kill the older blind guy. Here is the reason:

If you read the paper carefully, it says:

“A leaf can only die at the hand of another leaf sharing the same parent.”

So, if the older deaf guy is alive, we already have the metallic arm of blind guy in room G1. The player can just attach a sword in the metallic hand and kill the older deaf guy from the back. If the older blind guy kills the older deaf guy, the older blind guy cannot be killed by his own metallic hand.

After killing all the warriors and getting all immortality liquids: the game ends.

Work Breakdown:

Noah - Creating 3D world, Asset Management

Rajan - Scripting Character Behavior, Enemy AI

Donald - UI