The Undead Temple: Design Document

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1   Story

The Undead Temple is a single-player text-based adventure game. The player is an undead warrior who has risen from their tomb to defeat the necromancer. The player must adventure across the map, defeat enemies, level up, and defeat the necromancer at the bottom of the undead temple.

2   Interface

The player interacts with the game world by entering commands into the console. Every command entered is considered one turn. After every turn, the game world is updated, some text is output to the console, and the player is prompted for another command.

2.1   Commands

examine
The player can view their current room with the **examine** command. This will display the name of the floor, all adjacent rooms, and all enemies in the room.

go
The player can move to an adjacent room in a particular direction with the **go direction** command. After moving to a new room, the examine command is automatically called to display the new room.

attack
The player can attack an enemy with the **attack enemy name** command. If the player is already targeting an enemy, they can enter **attack**.

heal
The player can consume a health potion with the **heal** command.

character
The player can view their character's information with the **character** command. This will display the player's name, health, combat attributes, experience, level, and number of health potions.

<empty>
The player can enter nothing, in which case the most recently executed command is repeated.

3 World Map

The world map is a system of rooms, levels, and areas forming the game world that the player can traverse and interact with.

3.1 Room

A room is the base unit of the world map. Each room can contain the player, enemies, and connections to adjacent rooms. Rooms are connected together to form levels.

3.2 Level

A level is a grid of connected rooms. Levels are numbered, and manage their rooms and the connections between them. Levels are connected together to form areas.

3.3 Area

An area is a chain of levels, forming some landmark on the world map. Areas are named, and manage their levels and the connections between them.

3.3.1 Dark Forest

The dark forest has 4 levels of bandit enemies: forest1 goes to the crypt, forest3 goes to the bandit hideout, and forest4 goes to the mountain.

Crypt
The crypt has 3 levels of skeleton enemies: crypt1 goes to the dark forest, and crypt3 contains the player's tomb where the game begins.

Bandit Hideout
The bandit hideout has 2 levels of more difficult bandit enemies.

3.3.2 The Mountain

The mountain has 3 levels of lizard enemies: mountain1 goes to the dark forest, mountain2 goes to the lizard cave, mountain3 goes to the enchanted swamp.

Lizard Cave
The lizard cave has 2 levels of more difficult lizard enemies.

3.3.3 Enchanted Swamp

The enchanted swamp has 3 levels of dark elf enemies: swamp1 goes to the mountain, swamp2 goes to the dark elf cave, and swamp3 goes to the undead

castle.

Dark Elf Cave
The dark elf cave has 2 levels of more difficult dark elf enemies.

Undead Temple
The undead temple contains an undead catacombs with 5 levels of undead enemies. The necromancer is located somewhere in catacombs5.

4   Combat

The player may engage in combat with enemies in the game world. The player must repeatedly attack enemies to defeat them. Once the player attacks an enemy, the enemy attacks the player once every turn until either the player or the enemy is defeated, or the player leaves the room.

4.1   Enemies

Enemies are characters that can engage in combat with the player. Enemies give experience and sometimes health potions when defeated. Every enemy has a unique name within its room. Enemies are not aggressive by default.

4.2   Combat Attributes

The following attributes determine a character's capabilities in combat:

- hitpoints: total amount of damage that may be incurred in combat

- health: remaining amount of damage that may be incurred in combat

- damage: increases maximum damage

- defence: reduces incoming damage

4.3   Health Potions

Health potions can be consumed by the player to replenish health.

4.4   Experience

After gaining a certain amount of experience, the player will level up, increasing combat attributes.

4.5   Defeat

When the player is defeated, they respawn at their tomb. All defeated enemies will have respawned to full health.