

End of the Tunnel Text Adventure Design

Main Character(s)

- Jack Hill
 - Backstory: Lost his wife, Hilda, who served the upper class that treated her as a second rate person
 - Talks to imaginary wife (the player), after her death
- Dark Jack Hill
 - Backstory: A split personality formed after losing his wife to the upper class
 - The culprit behind the missing generator parts, wanting the upper class to suffer for the death of Hilda

Story

- Prologue, introduce the setting and backstory for Jack
- The game starts with the town in crisis the town realizes their generator is no longer working and are slowly freezing to death
- Jack goes searching for the three missing generator pieces
 - Blackout twice when all pieces are collected
 - Scatter last generator piece
- Jack finds the last piece in upper class area and begins to return to the Town Hall when he suddenly feels dizzy and loses consciousness
- Jack loses control of his body and destroys last piece
- The game ends with civilization being destroyed due to sickness from the cold

Game Mechanics

- When Jack has blackouts, clear the output window so the player cannot recall the events that transpired
 - Spawn Jack elsewhere on map
- Due to cold, Jack loses HP when he is walking in the tunnels

Inventory

- Generator Part #1
- Generator Part #2
- Generator Part #3
- Weapon
 - Rock

Health & Battle

- Rat and snobby man block certain paths
- Heal from Spring and Hut
 - Spring heals 50HP
 - Hut fully heals HP

Map

				Final Room				
		Upper Class Area	Rich Snob Room	Upper Class Area				
			Upper Class Gate				Farm	
			Tunnel				Rat Room	
	Residential Area	Blackout Tunnel	Town Hall	Blackout Tunnel	Tunnel	Tunnel	Tunnel	Tunnel Exit
	Jack's Hut		Blackout Tunnel		Tunnel			
			Market Place		Spring			

Key

- Starting Room
- Generator Piece Location #1
- Healing Area
- Enemy Room
- Generator Piece Location #2
- Generator Piece Location #3/ End Game

Walkthrough

- Starting from Town Hall, head to Jack's hut for first generator piece
- Head to Spring for second generator piece
- Head to Farm for third generator piece
- Head towards Town Hall
- Head west twice, and south twice to Market Place
- Head to Town Hall
- Visit Spring, Farm, Market Place, and Jack's Hut

- Head to Upper Class Gate
- Head to Final Room

Features to Implement

- Save window to file and fill missing pieces with Dark Jack's actions
 - Notes
 - File I/O using append
 - Save text from output window to file possible?
- Show room name in actions