Chapter 0 - Tutorial – Freshman Orientation

The new game screen should be an acceptance letter. Followed by a screen to choose class (Computer Science, Engineer. <-those are the important ones but others can be Biz tech, humanities, and science.)

The character creation screen (if we have one, place where you choose hair color or something I guess) will be your Stevens ID.

Gameplay starts outside the Howe Center where you meet your orientation leader. The orientation leader explains that walking, talking, and interacting with things in college work just like they did in high school followed by a quick lesson on basic controls.

You are then told to go to the res life desk to find out where you’ll live. The person at the res life desk rolls a pair of dice and tells you that you’ll be living in Humphreys/Davis/Hayden.

The campus around the Howe Center and the Dorms is now unlocked. The roads out are all blocked by moving vans.

When the player arrives in the dorm they meet their roommate. The roommate is a mysterious creature that does not communicate with the player but instead sits at its desk and stares into its computer.

The player then meets their RA who explains how to use the dorm items such as bathrooms, beds, and microwaves to restore stamina and manna. The player then sleeps to end the day.

The player is then called to the orientation activities. They enter a newly opened classroom where the orientation leader explains that the player will now receive a lesson in making friends. Another freshman of the same class of the player walks up. This will be the player’s first friend. The orientation leader then explains that friends can be found in all sorts of places and have different powers to help the player on their quest. (Only certain NPCs are able to join the player’s party.)

With their first friend now in their party the player participates in freshman games. This will serve as a basic combat and quest tutorial.

Frisbee – teaches ranged combat

Tag – Teaches close quarters combat

Relay Race – Teaches how to carry items and take them places?

The player sleeps to end the day.

When the player wakes up they are taken to pierce for the food tutorial. Pierce food has different random effects on the player based on rarity. Certain foods may boost or reduce stats or just have a certain percent chance of causing nausea (screen becomes blurry). They meet their friend who introduces them to another friend. The player now has 2 friends in their party.

The protagonists are called to the IT dungeon to retrieve their laptops. The IT dungeon is a maze that the player must navigate while solving yet undetermined puzzles and avoiding lava.

Once there they are given their laptop. It contains notes on what is happening in the story and something like Facebook where the player can keep track of their friends and manage skills for the party.

The group is told that they came the long way into the IT dungeon and the normal entrance is revealed. They turn and begin to walk up the stairs where they are attacked by a large high level math problem monster. The only attacks available are “AP credit” and “High School Math” these don’t do anything. When it seems the protagonists will be killed by math they are rescued by Professor Dubovski who kills the math in 1 hit. He explains that one day they too will learn how to do this math. Ess simple.

Other notes:

In this chapter we should try to introduce a rival for the protagonist. He’s a jackass and will serve as one of the primary antagonists. Like Draco Malfoy.

End of chapter 0.