**BASICS**

1. Player in entry section of the maze, in front of gate that leads to the bush maze. The maze is lower than player eye height (helps difficulty, able to see enemies ahead of time).
2. Story follows the player, an aspiring court jester. They are going through the garden maze that leads up to the King’s Castle. Their goal is to encounter the various other competing jester’s throughout the maze to prepare themselves to face off against the Head Jester of the King, who resides in front of the final gates of the maze.
   1. Each encounter leads to a different mini-game, of three different varieties and each variety having a second “difficulty” jester later on in the maze.
   2. The completion of each minigame will **raise** or **lower** the players *Jester Score* (JP), a hidden value that will change the ending of the game (The player starts the game with zero JP).
      1. Beating the minigame raises JP +1 or +2 depending on difficulty.
      2. Failing the minigame lowers JP -1.
      3. JP reaching -2 or lower results in a game over.
   3. Gameplay intended to be quick and simple in order to not making achieving different endings too tedious.
3. When reaching the Head Jester, there will be a final minigame that is a combination of the three minigame types. Losing this battle results in a game over, but winning it continues to the ending of the game.
4. Each ending can be a short sound effect and then a simple drawing that illustrates the ending, with a narrative text box across the bottom of the screen.

A maze with text on it

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**ENCOUNTERS**

1. **The Crying Jester** – a very downtrodden jester approaches you with a riddle. It will surely break his spirits if you solve it…
   1. 1st difficulty – Simple riddle, with two answer choices. +1 JP on success
   2. 2nd difficulty – Harder riddle, with three answer choices. +2 JP on success
2. **The Shuffling Jester** – a multi-armed puppet looking to confuse you with his multiple arms. Can you guess which card is correct?
   1. 1st difficulty – The jester presents 3 cards, one with a star on it. He flips the cards and then moves them around the screen. The player must pick the correct card. +1 JP on success
   2. 2nd difficulty – The same minigame, but the jester now presents 5 cards. Movement speed may be faster as well. +2 JP on success.
3. **The… Large Jester?** – A simply massively buff jester challenges you to a battle of ~~wits~~ strength. Spam click strength contest in order to beat.
   1. 1st difficulty – simple arm wrestle. Counter moving at a reasonable speed. +1 JP on success.
   2. 2nd difficulty – Opponent slightly harder to beat. +2 JP on success.
4. **The Head Jester** – He laughs at you mockingly from in front of the gate.
   1. Mini-game is a culmination of all three game types. The jester presents you a riddle, with three answer options, each presented on a card. After you read the cards, they are flipped and shuffled around the screen. You must pick the card that correlates with the correct answer to the riddle. However, he won’t let you win just yet! You must complete a strength test (spam click game) in order to successfully flip the card around.
   2. This encounter does **NOT** change JP count. Success leads to the end of the game, while failure results in a game over screen.

**ENDINGS**

1. Good Ending
   1. You defeat the Head Jester, and have 5 or more JP points. Upon reaching the king, he is shocked and appalled at the cruelty of your actions, but impressed with the competency you showed against the other jesters. You are awarded with the new title of Head Jester.
2. Bad Ending
   1. You defeat the Head Jester, but have 4 or less JP points. The king is outraged that you would dare to defeat his beloved Head Jester, and you are sent to rot in the dungeons for eternity. Think about what you have done…
3. Secret Ending
   1. You defeat the Head Jester, but somehow have made it to the end of the game without a single JP point (player either breaks even or completely walks past every single encounter in the maze). The king is scared of your power. Clearly something nefarious is at stake. You are immediately ordered to execution in front of a public audience.
4. Additional Secret Ending (if we have time! Not priority for prototype)
   1. At one small dead end of the game, the player runs into a small shopkeep that appears to be lost in the maze. At his wit ends for escape, he asks you to bring his one and only treasure out of the maze, as he clearly will never survive. He hands you…. A PNG of a weird looking coughing baby.
   2. When you reach the king, regardless of JP value, you will achieve the secret ending. You completely forgot about your position of this strange coughing entity. It reveals itself, and everyone in the court quickly realizes that you have brought plague to the kingdom. Everyone is horrified.

A group of drawings on a grid

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<https://r9.whiteboardfox.com/93445487-0835-2948>

A close-up of a paper

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