Dunes of the Farlands

**Prologue**

**Description:** You awake in a sandy desert. Your head is throbbing, and you don’t remember much. What you do know, however, is that your name is Vir Khabar, a human. When your vision starts to come back to you, you sit up slowly to check if anything is around you. You spot a town that appears to be “abandoned” in the north.

* Example: “Go north”
  + Checks player’s location: shows that north is town (description of town)
* “Go south”
  + Checks player's location: shows that south is a barren wasteland.
* “Go west”
  + Checks player’s location: shows that west is filled with quicksand
* “Go east”
  + Checks player’s location:

**Awakening in the Desert Keep**

* You can either venture out to the desert oasis, or you can see what the “abandoned” town may bring you. Do you…
  + Travel along the oasis
    - If they choose this, a poisonous desert frog lands on their foot and kills them within 10 seconds.
  + Or make your way to town?
    - If they choose this, they make their way to the town.

(Follow the “way to town” choice in this next paragraph because they can’t make it to the oasis).

You arrive at the town named Nekhem. The town isn’t necessarily abandoned, but it’s overrun by thugs and bandits. The walls are broken, and people have malicious looks on their faces.

* You can go to the Sand Dune Saloon, or you can talk to a friendly looking old woman in one of the huts nearby in the area. Do you…
  + Talk to the locals.
    - If the player chooses this, you will walk up to her and say hello. She will drop her disguise and reveal that she is in fact a bandit. She will pull out a dagger and stab Vir in the chest, killing him.
  + Or go to the Sand Dune Saloon.
    - If the player chooses this, you will go into the Saloon. It is very dark in this Saloon, and you accidentally step on someone’s foot. This initiates a fight between you and several of the thugs.
* You have a scimitar and a small shield. You have the option to either attack head on or apologize and try to sort things out. Do you…
  + Attack the thugs head on.
    - If the player chooses this, you will unsheathe your sword and kill the first guy in front of you out of reflex. The bandits back off slowly and leave the saloon. None of the friendlier locals even batted an eye.
  + Or apologize profusely (“I’m so sorry, please forgive me”)
    - If the player chooses this, you will attempt to apologize. But before the words escape, he gut punches you and then stabs you in the stomach.

Once the bandits are gone, you sit down at the bar.

For - Bartender: “Seems like it’s your lucky day. What can I do for you?”

You:

* “I’d like drink and the Sand Dune Special please.”
  + Bartender: “Here ya go, it’s on the house! So, what brings you out here?”

For - Bartender: “Here ya go, it’s on the house! So, what brings you out here?”

You:

* “I woke up earlier in the middle of nowhere and walked here. I don’t know where to go now.”
  + Bartender: “Well, I don’t know where you should go, but you shouldn’t go to the Farlands being on alert. Some of those people are dangerous.”
* “Mind your business old man.”
  + Bartender: “Fine, I’ll stay out of the way. But if you are going to east to the Farlands, be on your guard. Some of the people in that town are no good.
* For either of these, print “Thanks for the tip”

Description: You finish your drink and the special, and then leave the Sand Dune Saloon. You think in your mind that you need to be on your guard and cautious of who you trust. If you are not, it could cost you your life.

**Entrance into the Farlands**

**Disclaimer:** The layout of this chapter will be a little bit different. I’m going to be writing paragraphs, then listing the objects as well as what they can access. I will also be using those actions to tell the user what will happen when they do a certain thing. This will be better for those implementing these functions within the code, instead of having to guess what to put where.

* **There can also be things added to some to these. This is just a basic layout of what needs to happen to advance the story. Don’t alter the story without letting me or Logan know. You are, however, allowed to alter the lines within what I have. Try to make it funnier, but not too silly if that makes sense. Please dm me if you guys have any questions.**

Description: When arriving at the outer gates of the Farlands, you see that this place is surrounded by a huge sandstone wall that seems to surround the entire city. Spews of fire are emitted from a large stone statue of what appears to be the city’s god, Atum the Almighty. Your only way into the city is through the doors that are guarded by 2 large guards who do not look so friendly.

Functions:

* Go to (location)
* Look (location, item, character)
* Examine (location, item, character)
* Talk to (character)
* Inventory
* Help
* Exit

Objects:

* Sword
* Shield
* Water
* Amulet (not important, could just be a lore thing).

Inventory requirements to get into this area: base items when the game starts.

* “Go to gate”
  + Output “You go to the gate and make eye contact with the guards.”
* “Look at gate”
  + Output “The gate is wooden, Egyptian-styled, and at least 15 feet tall.”
* “Examine the gate”
  + Output “The gate is a light brown, probably from the hot sun beaming on it all day. It’s a ginormous set of doors, about 15 feet. Its handles are made of sharp gold, imported. The symbols on the door resemble Egyptian writing, indicating that this is an Egyptian town.”
* “Go to guards”
  + Output “You are already at the guards, try something else.”
* “Talk to guards”
  + Output “You politely ask if you can get into the city. The guards ask you what your business is here. You say that you are just passing by. A guard says, ‘if you cause trouble here, we will find you’. These guys have such manners, don’t they? \n \n

Congratulations, you have entered the City Square of the Farlands. Maybe you should look around.”

* + Change location to the City Square.
  + This must be completed to get to next location (City Square).
* “Attack the guards”
  + “Attacking two guards at one time? Bold move… \n

The guards are much stronger than someone with one sword and mediocre skills. The guards beat you to death as soon as you try and unsheathe your sword.

Game over, try again (from gate).

* + Start over from checkpoint if possible.
* “Inventory”
  + Show inventory.
* “Help”
  + Show the help menu.
* “Exit”
  + Exit the location.

**Within the City**

**Description:** You are in the City Square of the Farlands. You see a shop called Coco’s Coffee filled that has friendly-looking locals, a Nunu’s General Store, Sarabi’s Cuisine, and farther down you see King Akhem’s Palace.

* Description should show up in the game after they get into the city.

**Disclaimer**: I’m going to separate this into four sections of what the character can do, but they must do one of the four things to advance to the next general location.

City Square:

* “Look at City Square.”
  + Print “You are in the City Square of the Farlands. You see a shop called Coco’s Coffee filled that has friendly-looking locals, a Nunu’s General Store, Sarabi’s Cuisine, and farther down you see King Akhem’s Palace.”

**Requirements to go to the Palace to meet King Akhem:**

* Go to the shopkeeper to acquire the armor of Torren.
* If they don’t
  + Print “You need to acquire some items before entering King Akhem’s Palace.”

**Objects:**

* Go to (location)
* Look (location, item, character)
* Examine (location, item, character)
* Talk to (character)
* Attack (character)
* Get/take/grab (item)
* Throw (item)
* Read (item)

Coffee Shop or Coco’s Coffee House:

* “Go to Coco’s coffee house.”
* Or “Go to coffee house”.
  + “You enter the coffee shop by walking through the front door.”
* “Look at coffee shop.”
* Or “Look at Coco’s coffee house”.
  + “The shop itself seems very old at first glance, but everyone within the shop seems very happy and friendly.”
* “Examine coffee shop.”
* Or “Examine Coco’s coffee shop.”
  + “This place seems like it has some history. Cracked walls on the outside, faded windows, and dusty items within the shop itself. Though the locals seem to be happy here, their faces indicate that they have been through a lot in the past.”
* “Talk to locals”
  + “You come across a man who is having a coffee. You ask if you can sit down, and he accepts. He orders you a coffee as well. You guys make small talk about where you are both from and what to do in the Farlands. He lets you know that you should not go near the Palace unless you want to get in trouble. He says that King Akhem will kill anyone who gets in his way and will obtain power by any means possible. You thank him for his time and get up from the table with your coffee.”
* “Attack locals”
  + “Why are you trying to attack someone who hasn’t done anything to you? \n
  + I’m going to let you try again…”
* “Get/take/grab coffee.”
  + “You grab a coffee that was made for someone else. The server hits you in the head with a wooden barrel. You get a huge knot on your head and die instantly after. Learn coffee house manners next time.”

Game Over, try again (from coffee house).

* “Throw coffee”
  + “Have you no manners? Have some decency!”
* Anything for any other object should be “You cannot do this, try again.”
* “Exit”
  + “You exit the coffee place, and now you are back in the main square.”

Nunu’s General Store

**Objects for this location:**

* “Go to Nunu’s General Store.”
* Or “Go to general store.”
* Or “Go to store.”
  + “You enter the shop.”
* “Look at store.”
* Or “Look at general store.”
* Or “Look at Nunu’s General Store.”
  + “You see that the shop is comprised of a huge tent, this tent is full of things like clothes, shoes, toys, and hats.”
* “Examine the store.”
* Or “Examine the general store.”
* Or “Examine Nunu’s General Store.”
  + “This shop is comprised of two people, which are assumed to be a mother and son. The mother looks tired but is still weaving cloth to make a shawl to sell. Her son is hard at work trying to carve out wood to make what seems to be a horse on wheels. The shop that they have has plenty of clothes with expensive materials, leather sandals, wooden toys, and headwear. You heard some of the locals referring to her as the ‘shopkeeper’.”
* “Talk to shopkeeper.”
  + “You approach the shopkeeper and say hello. She gives a dry hello back and asks what she could do for her. You begin to ask about the town and what it has to offer. She replies saying that she doesn’t like this town because of King Akhem, and that she wishes that someone would put a stop to him. She takes notice that you are somewhat of a warrior and sees that you lack any type of armor. She pulls out the Armor of Torren, and says, ‘You must take this and find a way to defeat King Akhem, you are the chosen one. Please… you are our only hope.”
  + Acquire the armor of Torren to inventory.
  + To move on in the story, this must be done.
* “Attack shopkeeper.”
  + “Your sword is strong. However, the shopkeeper takes one of the wooden toys and hits you in the temple of your head, causing you to hit your head on a table and die.”

Game Over, try again (from Nunu’s Checkpoint).

* “Get/take/grab clothes (could also be toys, shoes, etc.)”
  + “The shopkeeper slaps your hand and says you need to pay for that before picking it up. You apologize and bow out of respect. She decides to forgive you. Maybe you should try a different approach.”
* **If you input “talk to shopkeeper” after this:**
  + Output “You approach the shopkeeper and say hello. She gives a dry hello back and asks what she could do for her. You begin to ask about the town and what it has to offer. She replies saying that she doesn’t like this town because of King Akhem, and that she wishes that someone would put a stop to him. She takes notice that you are somewhat of a warrior and sees that you lack any type of armor. She pulls out the Armor of Torren, and says, ‘You must take this and find a way to defeat King Akhem, you are the chosen one. Please… you are our only hope.”
    - “Acquired Armor of Torren.”
* “Throw clothes (could also be toys, shoes, etc.)”
  + “The shopkeeper retrieves the items you threw on the ground and scolds you. You apologize and bow out of respect. She decides to forgive you. Maybe you should try a different approach.”
  + If you input “talk to shopkeeper” after this:
    - Output “You approach the shopkeeper and say hello. She gives a dry hello back and asks what she could do for her. You begin to ask about the town and what it has to offer. She replies saying that she doesn’t like this town because of King Akhem, and that she wishes that someone would put a stop to him. She takes notice that you are somewhat of a warrior and sees that you lack any type of armor. She pulls out the Armor of Torren, and says, ‘You must take this and find a way to defeat King Akhem, you are the chosen one. Please… you are our only hope.”
* “Help.”
  + “I need to talk to a specific person first before going to the Palace.”
* After you talk to the shop keep, if they call “Help.”
  + “I need to make my way to the Palace to deal with King Akhem. I feel more prepared.”
* “Exit”
  + “You exit the shop, and now you are back in the main square.”
* “Examine armor.” Or “Examine Armor of Torren.” Or “Look at armor.” Or “Look at Armor of Torren.”
  + “From a moments glance, the armor looks amazing. It’s a metal set with golden-plated designs throughout. However, after closer inspection, you can see that this armor is not worth much. It’s rusted on the inside, the helmet has a few loose screws, and the leg pieces squeak when you walk.”

Sarabi’s Egyptian Cuisine:

**Objects for this location:**

* “Go to Sarabi’s Egyptian Cuisine”
  + “You enter the restaurant.”
* “Look at Sarabi’s Egyptian Cuisine
  + “The restaurant itself has beautiful symbols and pictures portraying Egyptian culture. You smell the wonderful food being cooked in the back, and you see the locals chatting amongst each other.”
* Examine (location, item, character)
  + On the outside, the building is rather bland. However, on the inside, the columns within the restaurant have beautiful artwork in them. From depictions of what seems to be King Akhem’s government alongside his officials and nobles, to his soldiers and scribes. The restaurant smells of freshly baked bread and stuffed chicken. The locals seem to be chatting amongst each other while eating.”
* “Talk to local.”
  + “You pass a woman eating. She mentions that she cannot stand King Akhem. She says she does not care if she gets arrested for saying so. ‘People like him are less than the dirt under my feet when I step foot outside’ she says.
* “Attack the local.”
  + “The local was unarmed and not a threat. Thus, you take your sword out and stab at her chest. She dies in front of you slowly and says, ‘Why…?’ while slowly closing her eyes. Do you feel happy about killing the innocent? Shameful…”
* “Exit.”
  + “You exit the restaurant, and now you are back in the main square.”

The Kingdom in Main Square:

**Objects for this location:**

* “Go to Palace”
  + “You arrive to the walls outside the Kingdom. This place seems heavily guarded… better be on alert. Should probably examine the area before going in.”
  + When the player knocks out the guard, change the location of the inside of the palace. This will be checked by a flag that is put on the guard. The flag is named (“is\_unconscious”).
* “Go to Palace.”
  + If you have attacked and knocked out the guard on the side gate, output “Now entering the King’s Palace.”
  + If not, print “You try to sneak into the Palace, but the guards notice you. Your armor was strong and you put up a good fight, but there were too many of them to handle at once.”

Game Over, Try again (From Kingdom Checkpoint).

* “Look at Palace”
  + “The Kingdom is very large and heavily guarded. There are multiple of King Akhem's guards walking around the entire fortress with swords, javelins, and shields.”
* “Look at guards.”
  + “The guards have large swords that could kill an unprepared civilian with only one hit. There are a lot of guards, but one is by himself at side gate.”
* “Examine Kingdom”
  + “The Kingdom that you are standing in front of is a pyramid-styled fortress, guarded by the King’s guard. These soldiers have javelins, swords, shields, and more. There are about 100 guards walking around across the entire fortress. But there is only one guard at the side gate.”
* “Talk to guard.”
  + “The guard tells you, ‘State your business civilian, or I will have to resort in arresting you for failing to obey the laws of King Akhem’. He examines you while saying this, and spits at your feet.”
* “Attack guard.”
  + “The guard sees that his toga is becoming loose and drops his sword to tighten it. You, seeing that this guard is alone at the gate, you take the end of your sword and hit him upside the head, knocking him unconscious. You see that a paper falls out of a part of his toga.”
  + If the player did not talk to guard, print “I should probably talk to the guards first before forming a plan to attack.”
* Or “Attack guards.”
  + Print “You attempt to attack the guards head on. However, they stab you multiple times, killing you. Did you really think that you were strong enough to take on multiple Palace Soldiers? Feeble minded…”

Game Over, try again (from outside the Palace).

* “Grab paper.”
  + “You grab the paper. Seems to have some script on it.”
* “Help.”
  + “There is a certain paper you need to pick up and read before advancing to the next location.”
* “Read paper.”
  + “Map tips for new soldiers within King Akhem’s Palace: go to the underground lair that King Akhem has. This has all his riches and treasures, as well as any potions or weapons that we could use for war. To get to his main room, you must talk to Spyro, a Sphynx who doesn’t take kindly to strangers. Beware of him, and if he attacks you, you will need a confusion potion to get past him, or you can use a strength potion to take him head on. The potion room is inside the palace.”
  + This action must be taken to advance to the next location.
* “Help.”
  + If the player reads the note first and types help after that, output, “I need to go inside the palace to get prepared to fight Spyro first.”

Just for context, this is Spyro. This is just for us so that we can understand what the user is up against first.



Present the user a choice:

* + Potion room
  + Lair
  + King’s Throne
* If the user Chooses “Potion room”:
  + Print “You are headed to the potion room.”
  + Set location to potion room.

**The Potion Room**

**Description:** This potion room is rather windowless and small. The room is lined with shelves that have many colorful potions on them. You see a countertop that has a dusty old book on it. You notice there is a note on the book that says, “Apprentices should not take the book outside of the Potion Room.” Your inventory can only hold one potion, so choose wisely.

**Objects for Potion Room:**

* + “Read book.”
    - “This book reads: ‘Potion Room Project Log:
      * Fire Potion: When the liquid is exposed to air, the liquid turns into flying fire. This is a prototype, so we must be careful testing it.
        + Color: Red.
        + Smell: hot coals.
    - If the user picks this potion and uses it against Spyro, print “The potion you used on Spyro caused him to absorb the fire within his skin and melts you into a crisp.”

Game over, try again (from inside the palace)

* + - * Hunger Potion: When this is thrown at someone or consumed by mouth, the victim will become famished.
        + Color: Yellow
        + Smell: baked chicken and fresh bread
    - If the user picks this potion and uses it against Spyro, print, “The potion you used on Spyro caused him to get hungry and he eats you.”

Game Over, try again (inside the palace)

* + - * Confusion Potion: When this potion is thrown at someone, they will enter a state of amnesia, as well as forget the reason that they are fighting you. This will give you the chance to sneak past them to do something else.
        + Color: Green
        + Smell: Herbs and greens
      * Strength Potion: When this potion is splashed on the skin or consumed by mouth, your muscles begin to expand, and you will feel like a mighty warrior.
        + Color: Purple
        + Smell: Blood, sweat and tears.

\*Side note\*: Once the user has chosen a potion, they cannot go back into the potion room to remove a potion or add one.

* + “Pick up the book.” Or “Pick up book.” Or “Take book.” or “Grab book.”
    - “You can’t read? It says not to take the book, silly.”
  + “Look at book.”
  + Anything else should print, “This action cannot be performed here, try something else.”
* If the user chooses “Lair”:
  + Print “You have chosen to go to Spyro’s Lair. Since you are not prepared to kill him, he chews you up like a piece of Salmon, killing you.

Game Over, try again (From inside palace)

* If the user chooses “Main room”:
  + Print “You have to get past Spyro first.”
* “Help”
  + Print “There are some items I need to take on Spyro.”
* Else
  + Print “This action cannot be performed here. Try the ‘Help’ function to find out what to do next.”

**Entering Spyro’s Lair**

**Description:** “You are in a circular dome-styled room. It’s cold and dark, and there are scratch marks all over the stone flooring. Suddenly, you see a tall shadowy figure approach.”

\*This next part is dialogue\*

**Spyro:** “Who goes there?! Who dares to enter my lair without *my* permission? You must either be a fool, or insane.”

**You:** “Your services will no longer be necessary here, Spyro. I have come to take your life, prepare to die.”

**Spyro:** \*Spyro lets out a loud laugh\* “You think a scrawny weakling like you could take me on? You are like an ant to me, boy. You don’t stand a chance.”

\*End dialogue\*

**Objects for Lair:**

* “Talk to Spyro.”
  + “You try to talk to Spyro to distract him. You say, ‘What’s that over there?’ and point to a wall. He does not fall for that trick, and flies toward you to bite your head off.”

Game over try again (from lair)

* “Attack Spyro.”
  + If the player chose the strength potion: print, “You take the strength potion out and drink it. You gain strength throughout your body, and you use this strength to jump up 10 feet into the air and slash Spyro’s neck. He is badly wounded, but he pleads for his life.
  + Skip a line and say, “Do you spare Spryo’s life and advance to the King’s Throne? Or will you end his life? (Choice)
    - “Go to throne” or “go to king’s throne.”
      * “You spare Spyro’s life. He thanks you and you walk to King Akhem’s throne.”
    - Attack Spyro
      * “You decide to stab Spyro in the heart. While his blood oozing from his chest, he lets out a loud roar in pain. His body slowly stops moving, and his eyes close. You have slain the mighty beast, take the sword out of his body, and go to King Akhem’s throne.”
      * This can also be a way to get into the final room.
* “Use Potion.” or “Use potion on Spyro.”
  + If the player chooses the confusion potion, print “You grab the confusion potion out of your inventory, unscrew the bottle, and chunk it at Spyro. This causes him to get dizzy, forget where he is, and fall into confusion. You quickly use this opportunity to sneak into King Akhem’s throne room.”
  + This can be a way to get into the final room.
* “Throw Spyro.”
  + “You are not that strong big man, try again.”
* “Grab Spyro.”
  + “You try and grab Spyro by the leg, to which he takes his leg and repeatedly stomps you until you are one with the stone under his feet.”

Game over, try again (from Lair)

* “Look at Spyro.”
  + “He is a large black feline, like…really large. He has a metal plate around his torso, as well as a golden helmet around his head. His eyes are beat red, and his claws are razor sharp.”
* “Help.”
  + “Talking most likely won’t help. If you picked up the right potions, you could kill him or get past him in a couple of ways. If you didn’t get the right potions, good luck I guess.”

**The Final Room: The King’s Throne**

\*Change location to King’s room\*

**Description:** The room is rather large, overlooking the entire city. There is a silk-like material on the ground leading to the throne. The King is sitting on his throne, gazing in the distance at his city. He takes notice of you when you walk into the room. He possesses Smough’s Hammer, an ancient weapon from a land far away.

\*Begin Dialogue\*

**You:** King Akhem! You have troubled this city for far too long. I am here to take your life and your soul… prepare to die.

**King Akhem:** Who are you? How did you get here? How did you get past Spyro?!

**You:** Spyro is dead.

**King Akhem:** Impossible! He is known as the strongest sphynx in the middle east. How did you-

**You:** Never mind all of that. Your time of persecuting your citizens is over. Bring it on!

\*End Dialogue\*

**Objects:**

* “Talk to King Akhem.”
  + “You try and talk to King Akhem to distract him. Unfortunately, he does not pay attention to your silly games, and strikes you in the face with Smough’s Hammer. This kills you instantly.
* “Look at King Akhem.”
  + “King Akhem is seven and a half feet tall. He has a huge scar going across his face, and his white toga is rather loose. He has a rather chubby build, but he is still very muscular. When making eye contact, you can see the sheer anger in his eyes.”
* “Use potion.”
  + “You are out of potions.”
* “Attack King Akhem.”
  + “You pull out your sword and charge at King Akhem. He dodges the first attack. However, he charges at you and attempts to strike you in the chest with Smough’s hammer.”
* “Defend myself.”
  + “You evade his thrashing blow. The strike hits the ground beneath you and shakes part of the room.”
  + Use a flag for this (like “in danger.”)
* “Attack King Akhem again.”
  + “Instead of taking him head on, you circle behind him for an attack from the rear. He takes a while to spin around to defend himself, and you take this opportunity to slash him in the nape. This causes him to gush out blood.”
  + **Check for the defend function before this to print out this statement.**
* “Attack King Akhem again.”
  + “King Akhem has fallen on one knee. His body has gone cold, and he is panting trying to get the blood from his nape to stop leaking out of his body. Quickly, you slice at his legs and arms, and stab him in the heart. King Akhem has fallen.”
  + **Check for the last attack function before this to print out this statement.**
* “Throw King Akhem.”
  + “No mortal has the strength to lift someone that big. Try something else.”
* “Grab King Akhem.”
  + “You lunge at King Akhem to grab him by the arm. He flings you off like a piece of spaghetti. This knocks you out cold, and he throws you out of the palace.”

Game over, try again (from King’s throne).

* “Help.”
  + “If you are having trouble surviving, you can defend yourself against King Akhem in this room. Also, try going at him again after defending yourself.”

Once the user has done the “Attack King Akhem again” function twice, output:

The End

**Credits**

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**Thank you for playing the game!**