The Tentacle of Monkey Island

# Overview

The Tentacle of Monkey Island is a simplified clone of The Secret of Monkey Island with some assets from The Day of the Tentacle too. The Secret of Monkey Island is a 2D point and click adventure game where the player progresses the story by solving puzzles through item collection and conversations with NPCs.

The Tentacle of Monkey Island will focus on only 2 maps and require the player to acquire 3 items to unlock the door to the victory screen. Items will be scattered throughout the map for the player to pick up and a simple dialogue system will be implemented to acquire more items from NPC characters. The gameplay will follow traditional point and click conventions and be entirely controlled by clicking with the mouse and using “verb buttons” in the HUD to interact with the world. This DFS will streamline out some of the verbs from The Secret of Monkey Island to focus on Pick Up, Give, Talk to, Walk to, Open, and Close actions.

Menus, HUD, and gameplay will be controlled by mouse clicks.

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| Controls | |
| Mouse Click on Verb button | Start Action |
| Mouse Click on item in world or inventory | Complete action and fire event |
| Mouse Click in level with no verb selected | Walk to mouse cursor |
| Esc | Open pause menu |

A picture containing building, monitor, table, clock

Description automatically generated

A picture containing dark, nature, man, mountain

Description automatically generated

# Milestones

## Milestone 1 06/15/2020

The first deliverable focuses on core game structure and the in-game HUD. The player can walk around a map, pick up one item in the world, and then reach the goal to win the game.

* Player can be moved through game world by clicking on the map image to walk to that location along a 2D path, uses sprite from Monkey Island.
* Camera follows the player through the map.
* HUD shows the available action verbs and current inventory items, using layout and sprites from Monkey Island.
* An item exists in the world that can be picked up by the player by clicking on it, uses sprite from Monkey Island.
* Game can be won by leaving the level with the required item in player’s inventory.
* Hovering cursor over items will display tooltip describing what the item is.

Milestone 2  
06/29/2020

The second deliverable adds in an NPC who can be talked to along with functionality for each verb action in the HUD. World objects are present to show off each of the verb actions.

* An NPC that can be talked to with the Talk to verb action or given an item with the Give verb action is present in level.
* Dialogue options can be selected in the HUD and all other HUD elements are hidden during dialogue.
* While chosen dialogue is displayed in game (during conversation) the player cannot move or use items until conversation is completed.
* The item in the level can be collected using the Pick Up verb action, sprites from Monkey Island.
* A door that can be opened and closed with the respective verb actions is in the level.
* The current action selected by the player will be shown in the HUD.

Milestone 3  
07/13/2020

The third deliverable fleshes out the main puzzle and add in animations, menus, and audio.

* Three key items are collected to win game (one via exploration, one via dialogue, and one by giving an NPC a different item).
* There are two maps that can be travelled between by approaching the side of the map and clicking in a trigger area.
* The player will have a walking animation using sprites from Monkey Island.
* NPCs will have idle animations taken from Monkey Island and Day of the Tentacle.
* Pressing Esc brings up a pause menu that can be used to return to main menu.
* Main menu shows start and quit buttons with music and images taken from Monkey Island.
* Maps will have background music playing, taken from Monkey Island.
* The victory screen will have a button to return to the main menu.

Final Deliverable  
07/21/2020

Final polish and bug fixing.