

# Game 1: Link-based world

## Design Document

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### Narrative Setting

My game takes place in a very classic fantasy setting, a magical forest where you, the noble knight, are trying to find the legendary sword in the stone. You are alone in a mysterious, magical forest, and you've lost your horse, so you're traveling on foot. It takes inspiration from classic Dungeons & Dragons-inspired text-based RPGs, and other classic fairy tales, borrowing the trope of the noble, detached knight. The story has ten discrete locations, most of which are accessed linearly:

- Forest path – The game's starting point
- Murky pond – A pond full of algae and gross fish
- Fake stone – A stone that looks like it has the stone, and fools the knight
- Peaceful clearing – A clearing full of bushes of berries
- Fairy grove – A grove of mushroom houses, populated by fairies
- Grass field – Just outside of the forest, where the knight's lost horse is grazing
- Cave – A mysterious cave that beckons to the knight
- Abandoned hut – A ramshackle hut in the middle of the forest, long since abandoned, and full of magical items
- Babbling brook – A calm, clean brook that leads to the stone
- Sword in the stone – The game's ending, the fabled sword in the stone!

The knight begins on the forest path on foot, and goes linearly through the next few stages until the clearing, where the knight will be given the choice to take some of the berries off of the clearing's bushes or not. When they next enter the fairy grove, the fairies will ask for some of the berries in exchange for information. If the knight took some berries with them, they will be able to gain this information, which is directions to the knight's lost horse. This makes it so the knight skips several extra stages, going straight to the brook, and finds the sword faster; else, the knight goes through all the remaining stages, still eventually reaching the sword in the stone.

### Location-Specific Mechanism

The location-specific mechanics I plan to implement are in the peaceful clearing and the fairy grove. In the peaceful clearing, the knight will get the option to take some berries from the bushes. Then, in the next location, the knight will encounter a grove of fairy homes, and the fairies will ask the knight for some berries, and the outcome of that dialogue will be different depending on the choice made in the last location.

### Lock-and-Key Puzzle

The result of giving the fairies some of the berries creates the lock-and-key puzzle of the game – the berries, given to the fairies, will unlock the grassy field location where the knight's horse is, which means the knight can complete the story quicker. This location is unreachable without first taking some berries from the clearing, the "key" in this example, and the berries "unlock" the grassy field and the bonus addition of the horse.