STORY DRAFT

STORYLINE:

I came up with a basic idea yesterday which I thought could be a funny idea. pretty much, wizards accidentally open a portal to the wrong place, which just so happens to be a Walmart where a true patriotic American was trying to buy some ammo and a gun, because walmarts sell those apparently. he falls into the portal and is now stuck in this fantasy world. The wizards attempt to kill him because hes a strange outsider, but he pulls out the gun he was going to buy and shoots the wizards. He steals a wand and ventures out into the world to find the wizard king and hold him at gun point so he makes a portal to send you home. the story has multiple endings depending on how many wizards you manage to kill on your journey.

BAD ENDING: you don't kill enough wizards (less then 70%), and as you approach the wizard king you are ambushed by the remaining wizards who lock you and torture you for the rest of your life due to your crimes.

GOOD ENDING: you kill more then 70% of the wizards you came across and so there were not enough to ambush you successfully. you force the wizard king to make a portal, letting you escape back into America and live a peaceful life.

SPECIAL ENDING: you kill all the wizards. there is now nobody ruling this world. the player has a last minute decision where they can choose to leave and get the normal ending, or kill the wizard king and rule this land as NewMurica, with such great towns as New Washington and Newer York.

PLAYER CUSTOMISATION:

The player will get to explore a character customisation menu featuring basic colour options for their text, a weapon/class selection system, and the ability to name

their character.

Possible classes (not names, just what they use):

The pistol (can hold more shots)

The revolver (does more damage then a handgun but doesn't hold as much ammo)

The assault rifle (can hold way more bullets but each bullet has significantly reduced accuracy) (shoots 3 bullets at once)

The shotgun (only holds two rounds, but greatly increases accuracy for torso, arms and legs.)

COMBAT

turn based combat. the player gets 4 options to do during their turn. you need to get your opponent to 0% health to win. if you think you might die, you can try to run away. your ability to run away is dependent on enemy health. 50% health means a 50% chance to run. if you fail to run away you miss your turn.

ATTACK: shoot the gun at any part of the enemy (head, torso, legs, arms) each part does different damage and has different chances to be hit.

ATTACKING THE HEAD: 100% damage if hit. 10% base chance to hit.

ATTACKING THE ARMS: 20% damage if hit PLUS opponent aim decreases by 10%. 30% base chance to hit.

ATTACKING THE TORSO: 40% damage if hit. 50% base chance to hit.

ATTACKING THE LEGS: 20% damage if hit PLUS opponent misses a turn to heal. 30% base chance to hit.

Each gun has a specific amount of ammo it can hold. if you run out, you miss a turn to reload.

SPELLS: cast a spell with the wand. spells can affect you positively, affect your opponent negatively, or if opponent is weak enough you can use a finisher.

the more you cast spells, the more powerful your spells get and the more spells you learn.. spells do not use up a turn, but you can only use one spell per turn. (level up system)

SPELLS YOU CAN CAST:

LEVEL ONE (BASE LEVEL):shield: take 10% less damage for one turn. can only be cast once every 2 turns.

LEVEL TWO: guided bullets: your bullets get 10% more accuracy for one turn. can only be done once every 3 turns.

LEVEL THREE: fireball: if next bullet hits, inflict flame damage. for the next 3 turns, your opponent loses 5% health each turn.

LEVEL FOUR: healing: heal 30% damage to yourself. can only be done once every 3 turns.

LEVEL FIVE (final level): duplication. your gun is duplicated and you dual wield now. 2X bullets. effect lasts as long as you are not hit in the arms.

FINISHER: STARS AND STRIPES: the eagles command the glorious symbols of the US flag to befall your opponent. your enemy gets sliced across the chest once for every stripe on the flag, and 50 stars fall from the sky and blow them to smithereens. can be performed when an opponent is 10% or less health. can only be done once every 5 turns.

ITEMS: you will find various items as you travel. different items have different effects. equipping an item does NOT use a turn and can be done as many times as you want per turn, but some items have limits (can only eat sandwich once per turn, can only wear one piece of armour per turn.)

SANDWICH: heals 20% health.

GLASSES: increases accuracy by 10%.

HELMET: can absorb 70% of one hit to the head.

SCOPE: increases accuracy by 40% (very rare find, if you get hit in the arms it breaks and cannot be repaired.)

RUN AWAY: if you feel you might die, you can a ttempt to run. your chance of success is dependent on enemy health percentage.

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FOR number IN firerate:

roll for accuracy (0.0, 1.0) and compare

roll for areaAccuracy (0.0, 1.0) and compare

if both are green, hit landed.

enemy health = enemy health - attack

ACKNOWLEDGMENTS

Used AI to assist in debugging

Brother named game

Music by Tim Follin

PLOT

Hyper-exaggerated American

You are a true AMERICAN patriot. Recently, whilst hunting for oil, your gun broke. This was devastating, but not to worry! Your local Walmart sells firearms.

You run as fast as you can to your gigantic pickup-truck, decorated with stickers of the American flag and a picture of a bald eagle laying a grenade like it’s an egg.

After a 15 minutes drive from being stuck behind cyclists, you finally reach the beautiful Big Box Store: Walmart. You step out of your truck and walk inside.

Dozens of isles line your view, each filled with the typical items and usual people. In one a 400 pound

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All of it, it reminds you that you are in THE LAND OF THE FREE.   
AMERICA.

Data Dictionary

| Variable | Data Type | Format for Display | Size in Bytes | Size in Display | Description | Example | Validation |
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