|  |  |
| --- | --- |
| Full Name | Antonio Dueno |
| Student ID | 1906253 |

Initial Design

1. Explain backstory and current situation to player, then ask player to input their name. “You awaken in an elevator, with no recollection of how you arrived there. As you stand up, you try to reorient yourself by asking yourself some questions. What is your name?”
2. Player is given the option of choosing any floor from 1-30, but floors that are >10, between 10 and 20, and between 20 and 30 each lead somewhere different.

Story option 1

1. If floor chosen is >10, player is sent to an underground city populated by friendly worms and moles. Player can also end up here if they jump off cliff in story option 2
2. Player is given a choice to talk to nearby mole, or to keep walking.
   1. If player choses to talk to mole, mole will give exposition of the city the player finds themselves in, and points them in the right direction of how to leave
   2. Else, player keeps moving forward and does not interact with mole.
3. Player is given option to explore three different areas: mole hotel, underground lake, or abandoned mole mine-shafts. Player is prompted to input a location.
   1. If player choses to go to mole hotel, they will stay the night in the mole hotel. Player is then prompted to stay the night again, or leave.
      1. If player stays, they are again prompted to stay or leave
         1. If player stays again, they are sent to story option 3.
      2. If player leaves, return to step 3.
   2. If player choses to go to underground lake, the lake is described to the player, then player is prompted with approaching the lake, or leaving.
      1. If player approaches lake, they get eaten by giant man-eating water worm. Game ends here
      2. If player leaves, return to step 3.
4. If player choses to go to mine shafts, they are prompted to go either left, right or middle.
   1. If player goes left, they find a locked door with a pin pad. Player is prompted to enter a number between 1 and 5. Ex: int(input(“Enter number in keypad:”))
      1. If the number that the player inputs is 4, they get to walk into the room, and the player sees that all that is inside is just a fancy bathroom. Player is then sent back to original room.
      2. If player enters any other number, they are sent back to original room.
   2. If player goes middle, they keep walking forward but somehow end up in initial room and are then prompted to pick a direction again (player is returned to original room, so options here do not differ.
   3. If player goes right, then player walks for a long time, but eventually reaches a light at the end of the tunnel, and manages to escape the underground caves. Game ends here

Story option 2

1. If player choses floor between 10 and 20, they are taken to a foggy forest. Player is prompted to stay in place, or to move forward. Player also ends up at foggy forest if they fell into the river in story option 1.
   1. If player stays in place, player is prompted again to stay in place or move forward.
2. If player moves forward, they reach a bridge running over a creek. A gnome appears and asks the player to pay the toll for using the bridge. Player is prompted to give the gnome 0 dollars, 1 dollar, five dollars, or 10 dollars.
   1. If player enters 0 dollars, gnome will yell at player and will not allow them to pass. Player is once again prompted to donate to gnome.
   2. If player gives the gnome one dollar, the gnome begrudgingly takes the money, but glares at the player as they pass the bridge.
   3. If player gives the gnome five dollars, the gnome happily takes the money and the player is allowed to pass the bridge.
   4. If player gives the gnome ten dollars, the gnome refuses to accept such a large donation and lets the player pass for free because of their generosity.
3. After player crosses bridge, they find a witch hut. Player is prompted to walk into witch’s hut or to keep walking.
   1. If player enters witch hut, they encounter a witch who asks player why they are here. Player is prompted to tell witch why they are there. (outcome does not matter)
   2. Witch then asks player that if they wish to leave, she can give player a potion that will let player leave. Player is prompted with drinking the potion.
      1. If player drinks potion, they are teleported to the witches hut (because the witch doesn’t clarify where the player is leaving from. In this case, the witch meant if the player wanted to leave her hut. Player then keeps walking, but then passes out and dies. Player is informed to never eat or drink things from strangers! Game ends here
      2. If player doesn’t drink potion they leave. Player keeps walking.
4. If player keeps walking, they find a fountain with a large statue of a fairy. Player is prompted to sit by the statue, or to keep walking.
   1. If player sits by statue, player becomes relaxed, and falls asleep, only to wake up in their bed. Game ends here
5. If player keeps going, they are presented with a cliff and a door. The cliff seems bottomless, and the door seemingly leads nowhere, but is unopened so player cannot tell. Player is prompted to jump off cliff, or to walk through door.
   1. If player walks through door, they are sent to story option 3
   2. If player jumps off cliff, they are sent to story option 1.

Story option 3

1. If player enters floor number between 20 & 30, they are sent to a skyscraper standing above clouds. The inside of the skyscraper looks like a corporate office. The player is then prompted to either go forward, or go to the bathroom.
   1. If player goes to bathroom, they are prompted to wash face, or to leave
      1. If player choses to wash face,
   2. if player leaves bathroom, they are prompted to go forward or back into bathroom.
2. If player goes forward, they walk farther into the office building. They arrive at a room with two doors, and are prompted to go into either the left door, or the right door.
   1. If player walks through the right door, they walk into the break room. Player is prompted to stay in break room, or to keep going.
      1. If player stays in break room, they become so relaxed they fall asleep, literally. Player faints and falls to the floor, but floor breaks under the player, and player is sent to story option 1.
   2. If player leaves break room, they return to main path on left door.
3. If player walks through left door, they eventually reach a set of stairs. Player is prompted to go up the stairs, or go down the stairs.
   1. If player goes down the stairs, they arrive at a parking garage, where they become lost and are fated to wander the parking garage forever. Game ends here.
4. If player goes up the stairs, they arrive at a hallway with a painting of a forest. Player is prompted to stare at painting or to keep walking.
   1. If player stares at painting, they are sent to story option 2.
5. If player keeps walking, they walk into the CEO’s office. The CEO yells at the player for interrupting his meeting, and calls upon security to escort player out of building. Security escorts player out of building. Game ends here