

THE CABIN

Design Document
CIS 487

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Game Summary:

This game is a text based fiction game. The game starts in the middle of the forest where the character realizes that he is lost, and tries to find his way back to the cabin. The character will then have to follow the trail to the tree stump, where he can pick up an axe for later use. The way to the old man is blocked by a locked gate. The character does not have the key to the gate, so, he has to come up with some other way to get passed the gate. There is a tree in front of the gate, so the player chops the tree, which falls on the gate and demolishes it. The player can now go forward. He meets the old man and asks for directions, but the old man refuses to help unless the character catches a squirrel for him. The character has to go back to the forest to find a squirrel, because that is the only place to find squirrels. When the character returns with a squirrel and hands it to the old man, the old man gives him a map of the area. The map is very useful and easy to understand. From then on the character follows the map, by first going to an abandoned trailer and then to the cabin. The game ends with the player reaching the cabin.

List of objects:

- Forest
- Trail
- Tree Stump
- Squirrel
- Axe
- Locked Fence
- Tree
- Old Man
- Map
- Abandoned Trailer
- Cabin

Object Interactions:

The Forest: The player starts in the forest where he/she is lost trying to find the way to go back home. In the forest the player can see squirrels, tall trees and a trail to the north. The player can pick up squirrels, or throw squirrels at things found in the forest, or go north on the trail.

The Trail: As the player follows the trail, the player can either go north towards the locked fence or east toward a tree stump.

The Tree Stump: The tree stump is an object that has more interaction with the player. The player finds an axe on the tree stump. If the player throws the axe at the tree stump, the player would get hurt. From the tree stump the player can only go back west to the trail.

The Squirrel: The squirrel is an animal in the woods that the player can pick up and carry. Later in the game the player needs to capture a squirrel to complete a task to be able to advance in the game. Squirrels can only be found in the forest.

The Axe: The axe is an object that can be only found at the tree stump. The axe is also needed later in the game to chop a tree to fall on the gate and demolish it. Then the player can advance later.

The Locked Fence: The locked fence is located north of the trail. This fence is locked and cannot be opened. The only way to get around is to chop down a tree to fall on it. The axe can not open the fence.

The Tree: The big tree is located in front of the locked fence. The player has to figure out how to get past the locked gate. The only way to do it is to throw the axe at the tree and