Cozy Tavern

Game Description:
Cozy Tavern is a casual point-and-click adventure game with a cute, simple pixel art style and an upbeat soundtrack. The player plays as Bao the Bunny. Bao can explore the different rooms and interact with various objects and talk to the 3 tavern customers. After talking to the customers, Bao is tasked with helping each of them find their belongings. Once Bao has found each of their belongings, Bao can talk to the customers again and learn more about them. Once all requests have been fulfilled, Bao can head back to his bedroom and go to sleep.

Goals:
- Talk to all three customers present in the tavern
- Fulfill all three customers' requests

Rule Set:

Movement	- WASD keys to move Bao around the rooms - The player is blocked from moving when colliding with walls
Character Interaction Bao can interact/talk to Jacky, Emilia, and Winfred	- Left-click to talk to the character - Press the space key to move the next dialogue and/or close out of the textbox
Object Interaction	- Left-click on objects to interact with them - A textbox appears with some text about said object - The space key is used to move to the next dialogue and/or close out of the textbox - Objects cannot be clicked on again once the textbox closes - The camera, scrapbook, and purse cannot be collected until the player interacts once with the 3 NPC characters.

Checkboxes ● Appears on screen when the player checks Bao's notebook on the desk in the bedroom	● Will stay on screen throughout all rooms ● Will fill up with an icon of one of the three objects (camera, scrapbook, and purse) once the player has successfully given it back to the NPC characters ● Once all checkboxes are full the player can return to the bedroom and go to sleep, ending the game.

Input:

Device	Button	Context	Function
Keyboard	"D" arrow key	On key release	Moves Bao (player) to the right
	"A" arrow key	On key release	Moves Bao (player) to the left
	"W" key	On key release	Moves Bao (player) up
	"S" arrow key	On key release	Moves Bao (player) down
	Space key	On key release	Move the dialogue forward
Mouse	Left_Pressed	On buttons and objects	Talk to characters, Pick up items, Give items to characters

Game Environment:
This game's "main level" is split into 3 main rooms: the bedroom, hallway, and tavern. All 3 rooms have objects that Bao (the player) can interact with.

UI needs to provide the player with feedback
● Three empty checkboxes
○ Once each tavern customer's item has been given back to them, the empty checkboxes will be filled, indicating that the player has fulfilled that NPC's request

Player: Move between the rooms using the WASD keys and left-click on characters and objects to interact with them.

Non-Playable Characters + **Items:**

NPC Character	The Item that needs to be found/returned
Jacky (the cat)	Camera
Emilia (the wolf)	Purse
Winfred (the bear)	Scrapbook

Pseudo-Code:

<u>Start Screen</u>

If the "Play Game" button is clicked,
    Then move to the bedroom screen
    Play in-game music soundtrack
If the "Quit Game" button is clicked,
    Then quit the game
Else,
    Keep displaying the start screen

<u>Bedroom</u>

If the notebook on desk is left_clicked,
    Then draw textbox, text, and empty checkboxes
Else,
    Ignore

When an object has been left_clicked on:
    If the object can be interacted with
        Draw textbox
        Draw text
    Else,
        Ignore click

When the bed has been left_clicked on:

If all three checkboxes are full,
  End game
  Stop all audio that is playing
Else
  Ignore

When player collides with bedroom exit
  Draw room transition animation
  Move player to the hallway

Hallway

When an object has been left_clicked on:
  If the object can be interacted with
    Draw textbox
    Draw text
  Else,
    Ignore click

When player collides with hallway exit
  Draw room transition animation
  Move player to the tavern area

When player collides with bedroom door
  Draw room transition animation
  Move player to the bedroom

Tavern

When an object has been left_clicked on:
  If the object can be interacted with
    Draw textbox
    Draw text
  Else,
    Ignore click

When player left_clicks on a NPC character:
  Draw textbox
  Draw text
  If NPC character's item has been collected
    Draw textbox

Draw text
Draw item in one of the empty checkboxes
Else,
Ignore click

When the player left_clicks on NPC character's object to collect it:
If NPC character has been spoken to
Destroy instance
Else
Ignore click

When player collides with tavern exit:
Draw room transition animation
Move player to the hallway

Back to Bedroom

When the bed has been left_clicked on:
If all three checkboxes are full,
End game
Stop all audio that is playing
Else
Ignore

End Screen

If the "Play Again" button is clicked,
Then move to the Main level screen
Play the opening music soundtrack
If the "Quit Game" button is clicked,
Then quit the game
Else,
Keep displaying the end screen

Flow Chart:
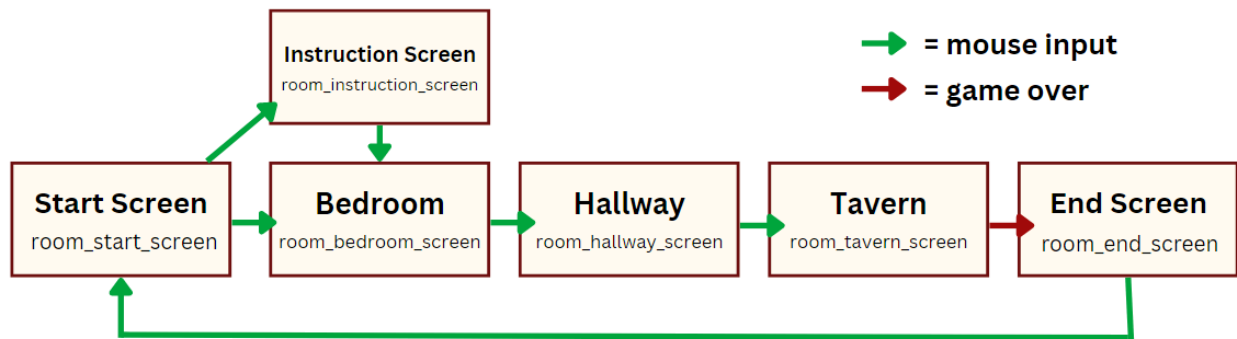
Room Information:

Room Name	Resolution	Background	Goals
room_start_screen	512 x 384	back_start_screen	Click "Play Game: to start the game
room_instruction_screen	512 x 384	back_instruction_screen	Read the instructions
room_bedroom_screen	512 x 384	Created using spr_floorwall tileset and sprites/objects	Click on notebook to view mom's note.
room_hallway_screen	512 x 384	Created using spr_floorwall tileset and sprites/objects	Exit the end of the hallway to enter the tavern
room_tavern_screen	512 x 384	Created using spr_floorwall tileset and sprites/objects	Talk to customers and look for their items
room_end_screen	512 x 384	back_end_screen	Click play again or the quit button

Assets:

Characters	
spr_bao	bao.png
spr_winfred	winfred.png
spr_jacky	jacky.png

spr_emilia	emilia.png

Backgrounds/Tileset

back_start_screen	start_screen.png
back_instruction_screen	instruction_screen.png
back_end_screen	back_screen.png
spr_floorwall	floorwall_tileset.png

Collectable Items

spr_camera	camera.png
spr_purse	purse.png
spr_scrapbook	scrapbook.png

Interactable Objects

spr_tall_lamp	tall_lamp.png
spr_bed	bed.png
spr_mirror	mirror.png
spr_door	door.png
spr_book	book.png
spr_sparkle	sparkle.png
spr_coat_rack	coat_rack.png
spr_notebook	notebook.png
spr_teacup	teacup.png
spr_pot	pot.png
spr_glass	glass.png
spr_fishbowl	fishbowl.png
spr_grand_clock	grand_clock.png

spr_flowers	flowers.png
spr_side_stairs	side_stairs.png
spr_record_player	record_player.png

Teleports

spr_bedroom_TP	square.png
spr_hallway_TP	square.png
spr_T2Hall_TP	square.png
spr_tavern_TP	square.png

GUI Elements

spr_textbox	textbox.png
spr_cam_box	cam_box.png
spr_purse_box	purse_box.png
spr_scrapbook_box	scrapbook_box.png
spr_play_button	play.png
spr_quit_button	quit.png
spr_play_again	play_again.png
spr_instructions_button	instructions.png
spr_transition	diamond.png
spr_UI_controller	clear.png
spr_wall	square.png

Sounds

OP_M	un cafe @ フリーBGM.mp3
IG_M	軽やかステップ @ フリーBGM .mp3
UI_Ding	interface-124464

Collect_SFX	3-up-2-89189.mp3
Door_Opening	dorm-door-opening-6038.mp3

Object Behavior:

Bao	Moves around the different rooms
Winfred	NPC Character. Can be left-clicked on to talk
Jacky	NPC Character. Can be left-clicked on to talk
Emilia	NPC Character. Can be left-clicked on to talk
bedroom_TP	Moves player from the hallway to the bedroom
hallway_TP	Moves player from the bedroom to the hallway
T2Hall_TP	Moves player from the tavern to the hallway
tavern_TP	Moves player from the hallway to the tavern
camera	Collectable item, instance is destroyed upon left click
purse	Collectable item, instance is destroyed upon left click
scrapbook	Collectable item, instance is destroyed upon left click
cam_box	UI Element: Is drawn on screen after the player has given back the camera to Jacky
purse_box	UI Element: Is drawn on screen after the player has given back the purse to Emilia
scrapbook_box	UI Element: Is drawn on screen after the

	player has given back the scrapbook to Winfred
play_button	Go to room_bedroom_screen
quit_button	Exits game
play_again_button	Return to room_start_screen
instructions_button	Go to room_instruction_screen
transition	Draws room transition animation on screen everytime player moves between rooms
UI_controller	Draws empty checkboxes on the screen once notebook in bedroom has been left_clicked on
wall	Prevents player from moving any further upon collision.
tall_lamp	Interactable object. Can be left-clicked on; text will appear about item
bed	Interactable object. Can be left-clicked on; text will appear about item
mirror	Interactable object. Can be left-clicked on; text will appear about item
door	Interactable object. Can be left-clicked on; text will appear about item
book	Interactable object. Can be left-clicked on; text will appear about item
sparkle	Interactable object. Can be left-clicked on; text will appear about item
coat_rack	Interactable object. Can be left-clicked on; text will appear about item
notebook	Interactable object. Can be left-clicked on; text will appear about item
teacup	Interactable object. Can be left-clicked on; text will appear about item

pot	Interactable object. Can be left-clicked on; text will appear about item
glass	Interactable object. Can be left-clicked on; text will appear about item
fishbowl	Interactable object. Can be left-clicked on; text will appear about item
grand_clock	Interactable object. Can be left-clicked on; text will appear about item
flowers	Interactable object. Can be left-clicked on; text will appear about item
side_stairs	Interactable object. Can be left-clicked on; text will appear about item
record_player	Interactable object. Can be left-clicked on; text will appear about item