

h1. *Game Intro*

Game opens with a scene setting device The kingdom of Camelot is under siege.

Arthur's father Uther has been taken ill overnight. Magic is suspected. Uther hates magic and stuff so everyone is a bit upset.

h1. A quick pracy of the general game mechanic

The player can move the Merlin character to virtually any visible area of the map by simply touching the area of the screen. The game AI will compute the best way to navigate to that location or the nearest it can.

If the player clicks on an object, Merlin will walk to it and assuming he has enough space in his pockets (AKA inventory) to carry it, he will then pick it up. The Merlin animation will be seen crouching to collect and the object will magically disappear. A dialog box will show the status of his "inventory".

The inventory can be brought up at any time. Clicking on an item in the inventory will drop or use the object at this location. The differential between drop and use will be made by the game.

Each scene will be discrete.. It may be larger than the screen and will pan scroll in an attempt to keep Merlin approximately in the centre of the screen. Merlin may be guided to doors or areas of screen that will allow him to exit one scene and enter another. These portals may be obvious doors or alternatively just a sensitive area of the screen that will trigger a new scene load. In this later situation we will make the areas intuitive with a sign posts that suggests for example "to the stables".

Another button will appear on screen that will display Merlin's current tasks or a to do list. This is in an attempt to keep the game play focused. When each task is achieved it is registered with the OpenFeint or Game Centre.

Clicking and holding the image of an object will put Merlin into a push, pull or lead pose. Merlin can use this mechanism to guide other people and large objects around. Most people in this level will reject Merlin's request to be lead for example if Merlin attempts to guide Gwen this conversation thread starts:

Merlin: _Gwen, can you come to help me, please?_

Gwen: _I'm really sorry Merlin, I have so many other things to do._

However, the mechanism will introduce the concept of moving objects that obscure the view of other objects in the scene or block the way

to a puzzle. In short everything in the game that is too large to pick up can be moved by Merlin. Obviously large things will only move a fraction of the way towards the destination before Merlin gives up.

There will be moments in the game when Merlin needs to communicate to the player. A mechanism has yet to be defined that describes this. For the moment the following script will indicate these moments as Merlin mutters to himself.

In parts of the game Merlin's ability to add to his inventory will be hampered as he will be carrying objects that will be included in his general animation. Examples of this will be carrying a Torch or a candle. At this point his animation will appear carrying this in his hand. If requested by the player to collect or use something from his inventory will illicit the response:

Merlin: *mutters to himself* _I only have two hands, how can I possibly do that?_

We intend to produce a spell casting mini game that will allow Merlin to conjure fire, water and earth as well as potions. These spells can only be cast in private and in the first episode this is confined to Gaius' house.

h1. *Walk through*

h3. Gaius' room.

Scene 1: Opening Scene:

We start the game in Merlin's room as Arthur enters. The following conversation thread starts automatically.

Arthur: _Merlin, we must go, immediately! We must find a cure for the King's illness. My father has ordered me to stay in the barracks for my own protection, but I cannot simply sit here and stew like a delicious pork dumpling while my father suffers. I must help him, and I have devised an ingenious plan to procure a cure. Ready my horse!_

Merlin: _A cure? But what cure? We don't even know what his illness is; never mind how to cure it._

Arthur: _Gaius the Physician has been summoned, but the King suspects sorcery, and so do I. There are many wizards, witches and warlocks who fled Camelot when the King outlawed magic. I'll bet there are many of them still living and cowering in the forest._

Arthur: *He draws his sword* _We should hunt some down and make them tell us how to cure him. So ready my horse!_

With this a very tall and heavy set guard enters to execute the King's orders to protect Arthur and confine him to the barracks. He towers over both of them.

Guard: _The king has ordered us to bring you into protective custody, my

Liege._ Arthur: _And I'm ordering you to get out of my way!_

Arthur attempts to push past the guard. The guard does not move or

flinch. Guard: _My orders come from the king, Sire._

Arthur: _Fine! Take me to the King, and we'll see about this._

Arthur: *To Merlin* _I'll be right there, Merlin. Ready my horse!_

Guard and Arthur walk away.

Merlin: *Mutters to himself* _Alright, I'll make Arthur's horse ready to ride, but I'm not so sure about this plan of his... Perhaps I should consult Gaius._

Explore the room:

While the player is in Gaius' home, we anticipate that the player will explore the room. There will be objects to collect and also move around the room.

The key points to this room is that the player should locate the Grimoire (the magic book of spells). This is in a box hidden under a cupboard. The Grimoire is the key to Merlin's magic powers and is described later.

Navigate out of the room by clicking on the door. Merlin will walk to the door and exit to the courtyard.

h3. The stables and forge.

Scene 1: Opening Scene:

Merlin: *mutters to himself* _I need to find Arthur's saddle, and put it on his horse_

Merlin finds Dominic the Blacksmith in a chair with his leg in the air.

Merlin: _Dominic, you look terrible. What happened?_

Dominic the Blacksmith: _My stupid brother has been in, stealing

my tools again, and now I've gone and tripped over my anvil. My leg is injured too badly to stand on! Take a look... Is there any blood? There's blood, isn't there?_

Merlin: _No._

Dominic: *looks crestfallen* _Not even a little bone poking through?_ Merlin: _Well, no... But there's a rather nasty bruise._

Dominic: _It's a truly terrible bruise! It's bruised right through to the bone, I can feel it._

Exploring the room:

Merlin will have to find the bridle and the saddle and then attach them to the horse. Drop/use the saddle on the horse to make it ready for riding. At this point the horse will move from the stall in the stables to be closer to the forge automatically.

Touching the bridled and saddled horse will make Merlin walk up to the character. Clicking and holding the image of the horse while Merlin is close will allow him to take the horse by its reins and try to lead it around as described above.

Scene 2: You can lead a horse to water...:

However, the horse needs shoeing. If the player attempts to lead the horse before it has been shod, it will halt, buck and paw the ground.

Conversation automatically starts:

Merlin: _I think the horse needs shoeing._

Horse: *Nodding* _Whinnney...._

Now go to Dominic the Blacksmith in the same room. He is found sat on a chair nursing his bruised leg. He has injured himself tripping over the anvil that someone (his brother) has moved and is in pain, but he is a hypochondriac so whines a lot. You can't talk to him until you've found out the horse needs shoeing.

Conversation chain starts:

Merlin: _Dominic! I urgently need your assistance. Arthur and I must leave as soon as possible, but Arthur's horse needs shoeing._

Dominic the Blacksmith: _I'd help you if I could, but just look at this leg... It's virtually gangrenous!_

h3. The Courtyard

Scene 1: Opening scene

There is no particular opening scene yet!

Exploring the room:

Now go to the courtyard where Gwen is waiting outside the entrance to the King's private chamber. She is holding a tray of mead and food, and is stood at the bottom of the stairs looking flustered. She is blocking the way up the stairs. The player has multiple conversation options.

Conversation chains can be selected:

A. Merlin: _Sorry Gwen, I can't chat, I'm in a hurry._

Gwen: *Apologetically steps aside* (She will be stood in the same place blocking the stairs when you return, with the same conversation options available)

B (Only available if player has spoken to Dominic about his bucket)

Merlin: _Can you return the bucket that you borrowed from Dominic the Blacksmith?_

Gwen: _I would if I could, but it's gone! It looks like someone untied the rope and knocked it down the well. I'd go and try to fish it out, but I'm a bit busy, here..._

C. Merlin: _Can I help you?_

Gwen: _The King always demands his hearty breakfast with mead, every day, no matter what. Those are my orders. But Gaius is upstairs and won't let me in to give it to him, and I don't know what to do. I don't want to get into trouble._

Merlin: _Don't worry, I'll take it up for you. Gaius will listen to me._

Gwen: _Thanks Merlin_

When the conversation finishes Merlin takes the tray and it appears in his hand automatically. Gwen will automatically move over to stand by the well for a later part of the story. From this point on Merlin cannot collect or action anything from the inventory as his "hands" are full.

When Merlin tries to use, drop or pick up anything, the following will appear.

Merlin: *Mutters to himself* _I only have two hands, how can I be expected to do that?_

Merlin can now proceed upstairs.

Gaius is outside the King's room, looking annoyed. We can see speaking in the King's bedchambers - it is Arthur's signature speech colour, to show that he is in the room with the (unconscious) King. He occasionally pleads with the (unconscious) King. It is implied that we hear only snippets of the "conversation." We can see that Arthur is pacing up and down by the way that the "speech" moves back and forth.

Merlin will not be able to enter the King's bedroom. If he tries, Gaius will

protest: Gaius: _Don't disturb the King, Merlin. He is in need of rest._

Merlin will be able to speak to Gaius, to also learn more about helping Dominic the Blacksmith. Merlin has some conversational options.

Merlin: Gaius, have you seen Arthur?

Gaius: Yes, he's gone storming into the king's bedchamber. I told him he needed rest, but the impudent boy completely ignored me.

Merlin: _How is the King, Gaius?_

Gaius: _His condition is deteriorating, and there's not much I can do to help him. He was right about his affliction; it is the work of sorcery. I have consulted my Grimoire, the same book from which we learn about your magic; it tells of an elixir that could save him._

Merlin: _Then you must make it, and save him!_

Gaius: _If only I could. A vital ingredient of the elixir is Nilrem leaves, but the plant has long been thought to be extinct._

Merlin: _Then the King can't be saved?_

Gaius: _We shouldn't give up hope just yet. There is an old sorcerer, something of a hermit, living in the forest not far from here. He is an expert in magical botany. If anyone knows if Nilrem is still to be found, it is him._

Optional answers:

A. Merlin: _Then we shall go right away! There isn't a moment to lose. If any Nilrem remains to be found, Arthur and I will find it._

Gaius: _Good luck, Merlin, and be careful._

B. Merlin: _I suppose leaving him to die isn't an option?_

Gaius: _Not unless you think young Arthur is ready to inherit the throne!_ If

Merlin has found that Dominic the Blacksmith has been injured we will add

C: Merlin: _That reminds me... Dominic the Blacksmith has injured his leg and is in a great deal of pain._

Gaius: _I am not permitted to leave Uther, so I cannot deliver my potions and medicines to the people of Camelot._

Merlin: _I can take it for you._

Gaius: _It sounds like he needs a healing salve. You will find the recipe for the potion in my Grimoire that is on the table in my apothecary. He should only take it before bed, as it will make him very sleepy!_

If Merlin is carrying the tray we can also add the following message option

The player can then try to "give" the tray to Gaius.

D: Merlin: _Gaius, I've got this meal for The King, can I just-_ Gaius:

Certainly not! He is too sick for rich food and alcohol. Take it away.

The player can now walk back to Gaius's room and discover where Gaius has hidden his Grimoire. The mini game that allows him to create the healing potion.

On the table is Giaus's Grimoire touching the book opens different pages that will give information on how to control the game. It will also describe the mini game that allows Merlin to create magic. Only once this page is viewed will a magic button appear. This button will only be illuminated as active when the player is not in view of another character in the game.

At this stage of the game we will only allow the fire spell. Merlin will be able to conjure fire and use them to light candles that are located on the table. There will be an inexhaustible supply of candles that once lit can be taken and carried around. Merlin will be able to use candles to illuminate dark caves.

Your performance during the game will result in one of three outcomes. The player can keep trying until they succeed.

"Light" Fail:

Merlin: *Attempts the spell, and only a spark and a puff of smoke emit from his fingers*

Merlin: _I must concentrate harder! Again._

"Heavy" Fail:

Merlin: *Screws up face and thrashes hands about. There is a bright flash. The smoke clears and Merlin is black with soot. The torch/candle is destroyed!*

Merlin: _Perhaps not quite so hard. I better dial it back a bit! I'll have to get another._

Success:

Merlin: *A small lick of flame bursts from his fingers*

Merlin: _I've got it!_

On success, the player gains the ability to make [small] fire at will. However, he must not be seen performing his spell by anyone in Camelot. If another person is around (including Dominic the Blacksmith) Merlin will say one of the following phrases:

Merlin: _But I'll be seen performing magic!_

Merlin: _I can't do that now. I should wait until I'm alone._

Merlin: *To player* _No, thank you, I like my head firmly on my shoulders, not rolling around on the floor._

An alternative plot line is given here as he can go to the smithy direct and offer Dominic the Blacksmith the King's breakfast.

Handing Dominic the food conversation starts:

Merlin: _You need to keep your strength up if you want to survive that leg wound, Dominic. How about something to eat?_

Dominic the Blacksmith: _That looks delicious, you are a charming lad._ Automatically, some (but not all) of the food will be given to Dominic. From this point on he is a more amenable character and will help Merlin.

Handing Dominic the healing potion starts the following

conversation: Merlin: _Here, I've brought you some of Gaius' healing potion._

Dominic: _That's really gracious of you, but last time I had some of that it made me sleep for a week. If I fall into a deep sleep with a serious injury such as this, I might never wake up!_

Using either mechanism will allow the Blacksmith to reveal his requirements. Until then Dominic will just grumpily reject anything that Merlin offers.

When giving anything to the Blacksmith before he's in a good mood:

Merlin: _By any chance would this be of any help to make a shoe for Arthurs horse?_

Dominic the blacksmith: _Listen my friend, My leg is giving me so much jip that I couldn't possibly contemplate any work at the moment._

If Merlin has “helped” the Blacksmith with the potion then he will start the following conversation:

Merlin: _Dominic! I urgently need your assistance. Arthur and I must leave as soon as possible, but Arthur's horse needs shoeing._

The conversation then forks depending upon how Merlin made the Blacksmith happy. Blacksmith made happy by giving him the potion:

Dominic the Blacksmith: _I could make you the shoes, but I don't have any metal to forge them from._

Merlin: _I'll find you some!_

Dominic the Blacksmith: I've also gone and lost my hammer, and can't remember where I left it, or walk around to look._

Merlin: _I'll find it for you!_

If Merlin has “helped” the Blacksmith by giving him the tray of food then he will start the following conversation.

Dominic the Blacksmith: _I could make you the shoes using the metal from this old tray to forge them from, but I've gone and lost my

hammer, and can't remember where I left it, or walk around to look._ Merlin: _I'll find it!_

In this case, the tray becomes three inventory items; the tray, the remaining food, and the mead.

In either case the conversation returns to:

Dominic the Blacksmith: _I can't even light my furnace myself._

Merlin: _I'll do that for you, too._

Dominic the Blacksmith: _I gave my bucket to Gwen and she hasn't brought it back yet._

Merlin: _I'll get it back for you!_

Dominic the Blacksmith: _Well, if you can help me with all that, I can manage the rest myself._

Merlin will find Richard the Carpenter constructing a gallows. He is banging away with the hammer and generally looking busy and grumpy.

If Merlin has heard Dominic the Blacksmith say his brother has stolen the hammer then:

Merlin: _Hey, by chance is that Dominic the Blacksmith's hammer?_

Richard the carpenter: _No, it's not Dominic's, it's mine. He's always accusing me of thieving. Are you accusing me!?_

A: Merlin: _No! I wouldn't dream of it!_

B: Merlin: _Sorry to offend you..._

No matter the choice, the conversation continues...

Richard: _Dominic's always accusing me of stealing things I find. In fact only this morning I "found" he had my anvil! In fact, I pushed it closer to the door to take it back later today._

If Merlin has the food then he can give some of it to Richard the Carpenter in exchange for the old rope by using either the tray or the separate food item in him.

Merlin: _Could I swap "your" hammer for some of this food?_

Richard: _Well, that's very nice of you, but I really need it at the moment. But I'll swap you for some of this old rope! I "found" it earlier today, but these 'ere gallows need a good strong rope and this is all wet and useless._

Merlin: _Hey, it's got a hook on the end._

Richard: _Yeah, that is funny. I found that this morning as well... You can have that too if you like._

Merlin then has two options:

A: Merlin: _What, are you serious? Swapping some good food for old rope? No thanks! (The conversation ends; we can return to this point by offering him the food again)

B: Merlin: _I suppose I could find a use for it. Maybe the hook will come in handy._ If Merlin is still holding the tray, He swaps the rope for the meal - but not the mead; this becomes a separate item in Merlin's inventory, along with the tray. If Merlin has already shared the food with Dominic, the last of the food is given to Richard. Richard takes the food and eats it up.

Richard: _This is the tastiest food I've had in ages. In fact I've not tasted better since I found that meal in the kitchen the other day._
He hands the empty "metal" tray and rope to merlin.

Merlin: _Thanks._

Richard: _Burp! I tell you what my friend that was a meal fit for a king!_

At this point, Richard still has the hammer that we need. After giving him the meal and gaining the mead, the player can try to "use" it on Richard. Merlin will protest.

Merlin: _Seems a bit of a waste, don't you think? Maybe if it had a little extra something..._

Once Merlin has acquired the potion, and he has the mead as a separate inventory item, the player can combine the two items to create "'Spiced' Mead". If the player offers this spicy mead to Richard, the following event occurs...

Merlin: _Say, that looks like thirsty work! Whacking away, there. With that hammer._

Richard: *Stops dead* _Actually, now that you mention it, I could do with a drink... It's pretty hot out here..._

Merlin: _Indeed! I'm pretty parched myself. Could you just watch my drink for a minute? I just have... Something... I have to do._ *Turns around*

Richard eyes up the drink, leeringly, hesitates, then takes it and guzzles. Richard: _Oh! This is the tastiest found-mead I've had in ages. (Glug) In fact I've never tasted better! (Glug) You know (glug) this is so nice (glug), you know (yawn), I could really do with a kip now (zzzz)..._

With that he collapses on the floor in a deep sleep.

Merlin: _Sleeping on the job, eh? And look what I've "found," Dominic's

hammer!_ Merlin automatically retrieves Dominic's hammer

The player can now return to Dominic the Blacksmith's and hand him the hammer and possibly the empty tray. This will trigger this conversation (assuming that the smith is feeling helpful; if not, he'll not help):

Merlin: *Hands over the empty metal tray* _How's this?_

Dominic the Blacksmith: _If we can make the furnace hot enough it should melt down just nicely to make a new shoe._

Merlin: *Hands over the hammer* _Is this familiar?_

Dominic the Blacksmith: _Hey, that's dad's old hammer! I mislaid this ages ago. Thanks very much._

Merlin can now go outside to the courtyard and over to the stone well, where Guinevere is now standing, looking sad and worried.

Merlin: _What's the matter, Gwen?_

Guinevere: _What with all the stress in the castle with the King being ill, I'm feeling pretty anxious. And now it looks like someone has untied the bucket and accidentally knocked it down the well. I can't get it out!_

Optional questions for Guinevere.

A. Merlin: _Can't we just get him another bucket?_

Guinevere: _Oh, no! I looked high and low and can't find another._

B. Merlin: _Any ideas?_

Guinevere: _If only we could reach down a little closer._

The player must now use the old rope he has acquired from Richard the carpenter to hook the bucket and retrieve it. He can't use telekinesis because Gwen is also looking right down the well by his side.

Merlin can now go back to the Blacksmith and give him the bucket.

Merlin: _I've found a bucket for you._

Dominic the Blacksmith: _Oh great, my bucket! My father left it to me on his deathbed. It was his when he was a blacksmith, and my grandfather's before him._ Merlin: _So you've had it a while, then!_

Dominic: _Oh yes. It's a lucky family heirloom. My brother Richard thinks it's his, but he didn't take to smithing like I did. He's always pinching my stuff._

The player now needs to light the furnace. To do this he needs to collect some dry leaves which are located around the tree in the courtyard. He then needs to "drop" them by the furnace. Finally he needs to light it with some fire.

If Merlin attempts to conjure fire with a spell directly in the furnace:

Merlin: _But I'll be seen performing magic!_

Merlin: _I can't do that now. I should wait until I'm alone._

Merlin: *to player* _No, thank you, I like my head firmly on my shoulders, not rolling around on the floor._

The solution is for Merlin to conjure fire in the obscurity of Gaius' room. When he does he can light a candle or a torch.

When Merlin carries an illuminated candle or torch it will become part of his on screen graphic animation in a similar way to the tray. He will be seen carrying it around and can do nothing else until he drops it back in Gaius' room or uses it appropriately.

If he tries to carry the candle out of the room the wind will come along and blow it out and an unlit candle will become a part of Merlin's inventory.

Conversation starts:

Merlin: Oh dear, the wind just blew out the candle. I'll just put it back in my pocket.

The solution to this puzzle is that Merlin must now locate a torch.
This can be found in the forge.

When Merlin collects the torch from the forge, a conversation starts:

Merlin: _Hey, is it okay if I take this torch?_

Dominic the Blacksmith: _They don't get lit until sunset and it's not dark now. Why do you need it?_

Merlin: _It's just an idea..._

Dominic the Blacksmith: _Strange lad. Nice, though._

The player picks up the torch and takes it back to Gaius' room where he can perform the magic in private. He can then carry it outside and the wind will not blow it out. He can return to the forge where he can use it on the furnace.

When Merlin acquires all the objects and readies them for Dominic the Blacksmith the conversation starts:

Dominic the Blacksmith: _Merlin, we have all the items to make the shoe now, but I can't reach my anvil as someone has moved it. Can you bring it to me?_

This now institutes the same mechanism as was used to move the horse. The player moves Merlin to the anvil by touching and then maintaining contact. He will then be in a mode where he is guiding both himself

and the anvil. The anvil is pretty heavy and will not move in one push so the player will have to instruct Merlin multiple times to move it
to Dominic's side.

A montage of Dominic making the horseshoes commences. The montage includes the horseshoes being fitted to the horse. Afterwards, we are already in the stable, with the shoed horse.

Merlin: _Ready to go?_

Horse: *Poses, triumphantly*

Merlin: _Thanks Dominic, the King will be eternally grateful._

Dominic the Blacksmith: _So long as he's not as grateful as he was to the last smithy I'll be happy! Good luck._

Merlin can now lead the horse by the reins, by tapping and holding on the horse until Merlin takes the reins. To end the level, Merlin can lead the horse out of the stables to the

main gate of Camelot, where they will meet Arthur.

However, an optional puzzle remains. By simply tapping on the horse, Merlin can converse with it like the other NPCs. There are three available interactions.

A. Merlin: _So how are those new shoes treating you?_

Horse: *Shrugs and nods in a "so-so" kind of way.*

(If Merlin tries this interaction a second time, the horse will sigh and turn away. He can still be interacted with as normal.)

B. Merlin: _Ride._ *tries to mount horse*

Horse: *Bucks Merlin off as he tries to mount*

C. Merlin: _So... Why the long face?_

Horse: *Grumbles*

Merlin: _Are you hungry? I'll see if I can find you something._

The player has unlocked a side-quest; feeding Arthur's horse.

To feed the horse, the player must give it either straw, apples or both.

The straw can be obtained from the stables. The straw will then be placed in Merlin's inventory. The player may then place the straw into the empty trough in the stables, then lead the horse to it.

The apples are found by interacting with a chubby older woman, Muriel, standing by the stocks in the courtyard, holding a crate of fruit and veg.

Muriel: _Ooh, I do love it when they put a fresh victim in the stocks, don't you?_

Merlin has three conversational options.

A. Merlin: _Not at all! It's awful._

Muriel: _Pfft! Where's yer sense o' humour?_

B. Merlin: _Not really, but I guess it's necessary to have punishments._ Muriel:

Entertainin' fer t'rest of us, too! 'Ere! 'Ave some noicely rotted tomartas ta lob at 'im.

We automatically switch to a simple close-up view of the victim in the stocks, looking unsure. The player taps to throw a tomato! He winces. The tomato is not put into Merlin's inventory.

C. Merlin: _Yes! I love it! It's hilarious!_

Muriel: _That's t' spirit! 'Ere, troy a good 'ard apple. See if ya can bance it off his 'ead!_

The apple is now in Merlin's inventory. The player can then either use the apples on the victim in the stocks, thus causing the switch to the view where the player can pelt the victim with the apple (the player will not get the apple back, but can get another by repeating the interaction with Muriel), or the player can keep the apple to feed to the horse, by returning to him and using it with the trough.

The result of feeding either food is the same.

Horse: *Eats with enthusiasm then comes to stand by Merlin

affectionately* Merlin: _I guess the way to a horse's heart is through his stomach._

The horse is now Merlin's friend. He will be more cooperative and eager to follow instructions later on in the game.

If the player chooses to try to ride the horse again after feeding it either straw or apples, it will still not allow Merlin to mount it.

Merlin: _I guess we're not that close yet._

If the player has collected both items for the horse, it will allow him to mount it. And you'll get an achievement!

Merlin: _Great! I knew we could get along._

The player has now unlocked the ability to ride the horse later in the game, but for now, it will buck him off as soon as he tries to move. It is not essential to finishing the story, but it will make tasks later in the game quicker and easier, and perhaps unlock an achievement or two.

Merlin: _Oh well, you'll learn to love me._