

# Spooktacular: HUB Level

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## Story

Spooktacular is an incredible spooky place filled with ghouls, vampires, witches, and beings alike! You want to be ruler of this world so all can admire your almighty horrific splendor, but you've just arrived as a Level 1 Monster and need to get stronger before facing the almighty Pumpkin King to take his throne. As you begin your adventure, you arrive in a small town called, Broomstick Bay, where the Witches dwell.

There are many witches that conjure spells, train in the dark arts, craft deadly potions in their cauldron and more! Thankfully, they're friendly enough to help you out in your creep-tastic quest since they're sick of the Pumpkin King's tyranny. Speaking of deadly potions, in order to gain favor of the witches and get stronger, you must help them craft the ultimate potion. The witches and the necromancers have been feuding for centuries as they've been showing the Witches up at the Annual Spook Talent Show. So, they want you to help craft a potion in the giant cauldron that will stop their powers to raise undead armies for 3 days during the show, so they have a chance to win.

After completing all of their quests to collect the ingredients, you will craft the potion in the center of town in the Giant Cauldron which will gain the favor of the witches. The Level 10 Spoke Level will be unlocked allowing you to take that potion and move onto the Necromancer area. Your quest to dethrone the Pumpkin King will be one step further.

## Location/Setting

This HUB level has one center town with a giant cauldron in the middle and 3 buildings to enter: (City Hall, Witch School, Familiar's Shoppe,) and grab quests from NPCs along with 1 other static building: (Spells Shoppe.) Roads connect through the town square and leads to a small dead forest and graveyard right outside of town to do quests in. There are also two Spoke level areas: One that is blocked off by trees at the end of the Dead Woods and another inside the main objective cauldron that becomes "unlocked" after the main objective is completed to teleport to the necromancer HUB. (\*Necromancer HUB isn't created, only shown in outro cinematic that it's unlocked, then ends gameplay)

## Mission Objective

The player must talk to the witches to figure out the ingredients they must collect and where to find them. The first witch will make the player go to the pumpkin patch in town and grab 5 orange pumpkins. Next quest will have the player kill 3 crows for their feathers in the Dead Woods. Third quest is to find a specific looking purple eye out of the witches' Familiar Shoppe. Fourth quest is to go to the graveyard to collect a green bone from one of the open graves. The 5<sup>th</sup> quest is from the Mayor Witch to go into the basement and navigate a small maze around boxes and other objects to collect their office key. Once they have the key, they will go to the office to collect a vial of Necromancer blood, which is the 5<sup>th</sup> ingredient for the potion; it is located underneath the Mayor Witch's desk. With all ingredients collected, the player must go to the middle cauldron and throw them in to craft the potion. The outro cinematic will play upon completion.

## Gameplay Mechanics

This is a first-person perspective RPG HUB Level with NPC interactions in a livable Halloween and whimsical town. The player will need to navigate all environments to be able to get the full experience and complete the main objective.

Player: -WASD = move  
-E = interact  
-LMB = Fire projectiles  
-Ctrl = Crouch

## Special Mechanics

The player will have to find and accept 5 quests to collect a specific ingredient from each to craft the potion in cauldron in the center of town.

- Quest 1: Witch 1 will give the player the quest to collect 5 orange pumpkins from the pumpkin patch

- Quest 2: Witch 2 will ask the player to kill 3 crows to collect their feathers
- Quest 3: Witch 3 will tell the player to find a specific purple eye from the Familiar's Shoppe
- Quest 4: Witch 4 will ask the player to search the graves in the graveyard to find a grave that has a green bone
- Quest 5: Witch 5 is the mayor of the city inside City Hall and asks the player to go through a small maze in the basement to find a key to their office that will have a vial of Necromancer blood

## Playable Characters

- o You play as a Level 1 Monster

## Enemies

- o The crows in the feather ingredient quest (non-offensive)

## Non Playable Characters (NPC's)

- o Witch 1
- o Witch 2
- o Witch 3
- o Witch 4
- o Witch 5
- o Background Witches
- o Busts in Graveyard

## Victory Conditions

- o You win by collecting all of the ingredients for the witches' power depletion potion and putting them in the giant cauldron in the center of town.

## Failure Conditions

- o None, but cannot progress unless quests are completed to collect ingredients

## Mission Walkthrough

### 1. **INTRO – Entering Broomstick Bay**

- **IGC1:** - Camera overviews Broomstick Bay and focuses on the center cauldron in town.
- **Gameplay:** - The player is able to use WASD to navigate themselves into the town of Broomstick Bay. The player will meet Witch 1 at the entrance that will explain their circumstance with the Necromancers and address the main objective as well as the first quest.

### 2. **Main Objective** – In Broomstick Bay, the Witches want the player to accept their 5 quests to find and collect 5 types of ingredients for the Necromancer Depletion Potion.

- i. **IGC2:** - While the player is speaking to the first Witch, the camera will slideshow briefly the 4 other areas where the player will need to go collect the quests from the other witches before returning back to facing Witch 1 to finish her dialogue from the player's viewpoint.
- **Witches:** The NPC witches give the quests to the player to go collect a different ingredient each by completing tasks that are to find, collect, kill, and navigate the town to obtain the amount described by the witches.
  - **Witch 1 Quest: Easy Difficulty** – The player goes to the pumpkin patch in front of the Giant Cauldron in the center of town to pick up 5 pumpkins
  - **Witch 2 Quest: Easy Difficulty** – The player goes to the Dead Forest to find and kill 3 crows for their feathers
  - **Witch 3 Quest: Medium Difficulty** – There will be a hidden purple eye in the back of the Familiar's Shoppe amongst many similar looking objects
  - **Witch 4 Quest: Easy Difficulty** – The player will have to go to the graveyard and look into the open graves to find a green bone
  - **Witch 5 Quest: Medium Difficulty** – The player will have to find the key to the Mayor Witch's office in the basement maze. After acquiring the key, the player can go to the Mayor's office and grab the vial of Necromancer blood

3. **Collecting Ingredients** – The player will need to collect different ingredients from 5 different witches to be
  - **Ingredient types:** 5 orange pumpkins, 3 feathers, 1 purple eye, 1 green bone, 1 vial of Necromancer blood
    - i. **Pumpkins:** 5 orange pumpkins are in the patch with different colored pumpkins in front of the Giant Cauldron in the center of town
    - ii. **Feathers:** Only 3 crows need to be killed as they drop 1 feather each. 3 feathers need to be collected
    - iii. **Purple Eye:** The purple eye is in the back of the Familiar's Shoppe amongst the other food for familiars. It's a small eye so it's hidden behind many other types of feed and objects
    - iv. **Green Bone:** The green bone is in one of the many open graves
    - v. **Vial of Necromancer Blood:** The vial of blood is in the Mayor's office, but the player will have to collect the key to the office door in the basement of the City Hall
4. **Creating the Potion** – The player will be unable to unlock the cauldron spoke level until all ingredients are collected, but after the first witch quest is given, the player can obtain quests in any order at any time
  - **IGC3:** When the player meets Witch 5, the Mayor witch, the camera will show the entrance to the basement briefly along with the office entrance while the Mayor is talking to the player. Since this quest has multiple areas in a building, the camera will pan to show that.
  - **Minor IGCs:** The player will have a minor IGC when they talk to each which to focus on the dialogue.
5. **OUTRO - Completing Broomstick Bay** – After the potion is made, the outro cinematic will play
  - **Spoke Levels:** The two Spoke Levels that are crossed off is one further into the dead forest crossed off by trees which will be indicated that the player will need to be Level 30 to enter. The second Spoke Level is "unlocked" at the end of gameplay when the player completes the potion and will enter the next area to the Necromancers in the Giant Cauldron, shown through IGC4.
  - **IGC4:** The last cinematic is played when the player crafts the Necromancer Power Depletion Potion. The camera will fly above the cauldron, showing VFX and SFX of the potion being successfully created and the witches cheering. Then, the camera will show the Level 10 Necromancer world being unlocked and the Witch Mayor describing the next task for the player to go give them the potion. The witches cackle in the background and the camera fades out.

End Gameplay – The game ends as the player adds the final ingredients to the potion in the giant cauldron in the middle of town and plays the end cinematic showing the unlocked Spoke Level entrance to the Necromancer area.