

Spooktacular: HUB Level

Town - Broomstick Bay:

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Mission Assets:

Scripts

- Player Controller – Level 1 Monster
 - First person free perspective camera (mouse)
 - (WASD) movement
- Enemy AI – Crows
 - Movement
 - Death state
- IGCs
 - IGC1-4 – pause player controls until completed, hide HUD, disable input
 - Minor IGCs – pause player movement, reveal HUD, enable input

Programming Needs

- UI
 - In game: Quests completed/total quests to make final potion
 - In game: Ingredient Collectible counter
 - In game: Quest Objectives, Description, title
 - In game: Complete and incomplete quests
- Player Controller
 - 'E' to pickup/interact with objects and Quest Givers
- Quest System:
 - Ingredient Collections
 - Pumpkin collection: 5 pumpkins
 - Crow kill and collect: Kill 3 crows and collect feathers they drop
 - Purple Eye: find, interact and collect
 - Green bone: find, interact, and collect
 - Vial of Necromancer blood: pick up blood and collect
- Inventory System:
 - Collected Items go into inventory
- Office Door & Key
 - Key I-Prop to unlock office door

VFX (visual effects)

- Crow AI
 - Crows idle twitches/turns
 - Death 'poof'
- Giant Cauldron
 - Smoke slowly seeping out the top

Audio

- Whimsical Halloween background audio
- Witch cackle
- Witch cheering

- Projectile throw sound (to kill crows)
- Footstep sounds
- Door unlock sound
- Singing Graveyard Busts soundtrack
- Quest complete sounds

Animation

- Crow Movement
- Witch Idle Movement
- Mayor's Office Door open timeline

I-Props

- Pumpkins (ingredients)
- Crow feathers (ingredients)
- Purple eye (ingredients)
- Green bone (ingredients)
- Office Key
- Vial of Necromancer Blood (ingredients)

Props

- Interior:
 - City Hall:
 - Desks
 - Chairs
 - Tables
 - Potions
 - Bookshelves
 - Text sign
 - Witch School:
 - Desks
 - Blackboard
 - Stools
 - Broom
 - Text sign
 - Familiar's Shoppe:
 - Different colored eyes
 - Store Counter
 - Small food balls
 - bags of food
 - crates
 - bowls
 - shelves
 - text sign
- Exterior:
 - Graveyard:
 - Headstones
 - Busts
 - Different Colored Bones
 - Dead Woods:
 - Dead trees
 - Rocks
 - Bushes

- Bench
- Town Center:
 - Giant Cauldron
 - Fences
 - Columns

Playable Character List

- Level 1 Monster

NPC's (Non Playable Characters)

- Witch 1
- Witch 2
- Witch 3
- Witch 4
- Witch 5 (Mayor)
- Background Witches
- Busts in Graveyard

Enemies

- Crows (but they don't attack back, non-offensive AI)

In-Game Cinematics

IGC01	The camera zooms out from inside the Giant Cauldron in the center of town. Then, the camera sweeps over the town, showing off the buildings and important areas. The camera moves to highlight the first witch at the opening of town. Then, the camera ends slowly landing back to the player's starting position. Resumes gameplay.
IGC02	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. Resumes gameplay.
IGC03	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. Resumes gameplay.
IGC04	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. Gameplay complete.

Objective Text

QUESTS	POTION INGREDIENT COLLECTION
Goal 1a	The player goes the pumpkin patch surrounding the cauldron in the center of town and collects 5 orange pumpkins.
Goal 2a	The player goes to the dead forest outside of town to kill 3 crows. Each crow will drop a feather each that the player will have to pick up.

Goal 3a	The player will have to enter the Familiar's Shoppe and find a specific purple eye in the familiar's food section.
Goal 4a	The player will move into the graveyard to look in the open graves to find a green bone.
Goal 5a	The player will go into the City Hall's basement to navigate through a small maze to find the office key at the end to unlock the Mayor's Office. The player will navigate upstairs to the office and unlock the door. There will be a vial of Necromancer blood under the Mayor's desk.

Voice Over (VO)

WITCH NPCS	DIALOGUE
Witch 1	<p>"Welcome to Broomstick Bay my pretty. It looks like you're new here." "Oh! You want to dethrone the Pumpkin King? That does sound like a ghoulish thing to do; I love it! To be honest, we're tired of his rule. He's had yet to answer our complaints about the Necromancers. They think they're so great with being able to raise undead armies and rubbing it in our faces. Our familiars are better in our opinion, but we're tired of their bragging."</p> <p>"Hey, I'd hate to get you caught in our affairs, but you need to get stronger, and we have a bet to settle with them so how about you help us? We want to create a potion to remove their powers, at least for a few days. The annual Spook Talent Show is coming up and they always show off their undead armies, doing flips, singing showtunes and always winning ever year. It's entirely unfair as it's just their armies doing the talent while they sit off stage and watch! At least we do duets with our familiars. Anyways, we need to make that potion! We have little time to do so as we're preparing our acts so could you be a dear and go get those 5 different ingredients? You can at least start by going to the pumpkin patch in the center of town around our giant cauldron and collect 5 orange pumpkins. My fellow witches with the same hat as me, plus the mayor in City Hall will help you with the other ingredients. I believe in you our new spooky friend!"</p>
Witch 2	<p>"Ah, I've heard about a new ghoul in town willing to help us with our potion! We appreciate the help indeed. I don't know if you've been to our Dead Forest yet, but we need you to kill some crows. Don't worry, those things are like pigeons to us. Ravens are our familiars. It's kind of funny when they go "poof" too. Heheh. *cough* I'm in therapy. Anyways, we only need 3 feathers. Have fun! Not too much though."</p>
Witch 3	<p>"Ah yes, our errand monster. We appreciate your... assistance. To be honest, I'm not excited about newcomers. We had a Necromancer in disguise drop one of their undead in our cauldron and blame it on us! They're always up to no good and have gotten so cocky over the years, so I do hope you're on our side. Go to the Familiar's Shoppe and find a specific purple eye. We normally feed our golems blue eyes, but I heard one went bad, but that's in our favor for the potion. It shouldn't be too hard to find, but there are many eyes in there. Good luck."</p>
Witch 4	<p>"I HAVE BEEN UP ALL NIGHT. Graveyard shift is awful. I'm tired of polishing those old bones. Why did we even agree to open graves anyways? I guess it helps the skeletons hear the bust's singing better. You, I heard about you. Please go get the green bone from one of those graves for the potion. The song is stuck in my head now so I can't bare to go over there right now. I'm going to get some sleep soon. *hums the graveyard song* UGH!"</p>
Witch 5	<p>"Ah, thank you so much for helping us out with our Necromancer Depletion potion kind stranger. I have some work to do in preparation for the show, since I am the Mayor of this great town, so I was wondering if you could help me. While I was downstairs in the basement, I left the keys to my office upstairs when collecting decorations for the show. I was going to go grab it, but I'm being pulled all over the</p>

	<p>place in getting ready for this. As you've heard, it's very important and we're hoping to win this year. If you could go grab the keys and unlock my office, then I could get back to work. *whispers* Also, there may be an ingredient in there you need. A vial of something important for a possible potion. I must be discreet as a leader, but I believe you'll help us and we'll support you for your journey if you're able to do so." "Thanks again new friend."</p>
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