

Group #: \_\_\_\_\_

## The World of the Game

*The World of the Game consists of a series of locations. Here, think of location "types." You will probably have more than one type in your world. And you will have more than one of each type. For instance, you may have the interior of a house as a location and "house" would be your type. But when you graphically create more than one house type, the interiors would look different.*

Location Type #1:	Name of Location Type:
	<b>Type:</b> Examples: Exterior world, warehouse, cave, shop, rejuvenation pit, house
	<b>Description:</b> Write a brief description of this location type. What does it look like? Use adjectives.
	<b>Discovery:</b> What is actually IN the location type? What does the Player discover or gain? Does the Player change? If so, how?
	<b>Leads to ___?</b> Some locations lead to other locations. Does this one? If so, where?
	<b>Obstacles:</b> What obstacles or challenges or puzzles are in this location type?

<b>Location Type #2:</b>	<b>Name of Location Type:</b>
<b>Type:</b>	Examples: Exterior world, warehouse, cave, shop, rejuvenation pit, house
<b>Description:</b>	Write a brief description of this location type. What does it look like? Use adjectives.
<b>Discovery:</b>	What is actually IN the location type? What does the Player discover or gain? Does the Player change? If so, how?
<b>Leads to ____?</b>	Some locations lead to other locations. Does this one? If so, where?
<b>Obstacles:</b>	What obstacles or challenges or puzzles are in this location type?

<b>Location Type #3:</b>	<b>Name of Location Type:</b>
<b>Type:</b>	Examples: Exterior world, warehouse, cave, shop, rejuvenation pit, house
<b>Description:</b>	Write a brief description of this location type. What does it look like? Use adjectives.
<b>Discovery:</b>	What is actually IN the location type? What does the Player discover or gain? Does the Player change? If so, how?
<b>Leads to ____?</b>	Some locations lead to other locations. Does this one? If so, where?
<b>Obstacles:</b>	What obstacles or challenges or puzzles are in this location type?

<b>Location Type #4:</b>	<b>Name of Location Type:</b>
<b>Type:</b>	Examples: Exterior world, warehouse, cave, shop, rejuvenation pit, house
<b>Description:</b>	Write a brief description of this location type. What does it look like? Use adjectives.
<b>Discovery:</b>	What is actually IN the location type? What does the Player discover or gain? Does the Player change? If so, how?
<b>Leads to ____?</b>	Some locations lead to other locations. Does this one? If so, where?
<b>Obstacles:</b>	What obstacles or challenges or puzzles are in this location type?

<b>Location Type #5:</b>	<b>Name of Location Type:</b>
<b>Type:</b>	Examples: Exterior world, warehouse, cave, shop, rejuvenation pit, house
<b>Description:</b>	Write a brief description of this location type. What does it look like? Use adjectives.
<b>Discovery:</b>	What is actually IN the location type? What does the Player discover or gain? Does the Player change? If so, how?
<b>Leads to ____?</b>	Some locations lead to other locations. Does this one? If so, where?
<b>Obstacles:</b>	What obstacles or challenges or puzzles are in this location type?

## Map of the World

*Using your location types, draw a map of the world of the game. Be as clear as possible. If a location is accessed through another location, indicate with a "star" and identify. For instance, the interior of a house type would be accessed from a town location type. The Map of the World is the main "realm" where the Player travels to get to one place to another. It could be a ship, earth with roads, city, space, etc. Game maps are usually a certain size. The divisions indicate when the Player exits one map and enters another. You can block the Player's access to a part of a map. The Player cannot cross through the exterior of the map grid.*


## Gamewide Events

*Gamewide action events are actions (things to do) that the Player either must do or can do while traveling in the world. These actions are usually outside the plot, (although it can be connected) and helps keep the game exciting. An example of a gamewide action event array is employment opportunities.*

*Gamewide progress events are events that keep track of certain qualities of the Player from the beginning of the game to the end of the game. These qualities are outside the usual attributes and statistic tracking done by the engine. For instance, you can keep track of the Player's progress toward the Light Side or if he's progressing toward the Dark Side. You often but not always would then have a keydown that would tell him his status. Another example of an outcome would be to deny the Player access to a location due to his status. For instance, if he is following the Dark Side, he would not be able to enter the castle of the king. Another example is when an item degrades due to the Player neglecting its maintenance; the item is restored when the Player oils it. Gamewide progress events are usually on a timer that periodically reads and records the Player's progress.*

<b>Gamewide Action Events</b>				
<b>Name of Action</b>	<b>Description</b>	<b>Items Needed</b>	<b>NPCs Needed</b>	<b>Player Skills Needed</b>

**Gamewide Progress Events**

<b>Name of Progress</b>	<b>Description</b>	<b>Player's Goal</b>	<b>If Successful</b>	<b>If Not Successful</b>