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## Legend:

Planned For Prototype

*Planned/Proposed for Development*

## Mechanics:

- Player
  - Movement
    - Walking around using the joysticks.
  - Picking up Objects
    - Using the A button, the player character can pick up objects and hold them in his hand.
    - The player character can only hold one object at a time.
  - Putting down Objects
    - While an object is held, the player can use the A button to have the player character drop the held object.
    - The player character does not need to be in a certain place to drop the object
  - Reading
    - Using the X button on the controller, while the player character is in range of the recipe book, the player can read all the different recipes.
    - This can be done while holding, or not holding, an object.
  - Mixing Potions
    - If the player character drops all the potion ingredients into the cauldron in the correct order, a potion will appear for them to pick up.
    - If the ingredients are in the wrong order then the potion yields an unusable sludge.

- ***After combining all the ingredients in the cauldron, the player must then find a mixing stick and, using the joystick, mix the combination a certain amount of times.***
    - ***After the potion has been mixed correctly, the player must then find an empty bottle to fill with the newly created potion.***
  - ***Trashing potions***
    - ***If a cauldron yields an unusable potion, the player can throw it away in a trash can. (Can themematically be something else)***
  - Getting orders
    - NPC's will enter the shop and wait in the front room, making a queue by the counter.
    - The player, when standing behind the counter, can take a customer's order by pressing the X button.
  - Serving Customers
    - When holding a potion, the player can approach a NPC and press A to give the potion to the NPC. ***Regardless of whether or not the potion is what they ordered, the NPC will take it and leave.*** ONLY FOR THE PROTOTYPE, the NPC will refuse to take the order if it is the wrong potion.
    - ***If the customer gets the right order, this will count as a correct order for the day. If the customer gets the wrong order, there will be a pay deduction after the day has ended.***
- General
  - Customers
    - NPC's will enter the shop, approach the counter, and wait to be addressed.
    - Once the player character has addressed them, they will give their potion order. For the prototype, the potion order will be a name.
    - ***After ordering, the NPC will stand off to one side (three different standing areas) and wait for the player to bring***

*them their order. Talking to the NPC again will repeat the order.*

- *For full development, we can experiment with different customers ordering in different ways. Examples would be:*
  - *Just know the color of the potion*
  - *Just know the effect*
  - *Know the name*
  - *Know some of the ingredients*
  - *“The usual”*
- *After receiving their order, the customer **pays and** leaves the shop.*
- *Changing ingredient placements*
  - *Some remnant of the potion master's spells are still in effect, and this causes the ingredients to move around the room!*
  - *Each ingredient can switch places with other ingredients, or go to new, preset locations.*
  - *They can move by*
    - *Hovering (slowly) over*
    - *Flying (quickly)*
    - *Teleporting*
  - *When in transit, the player character can grab the ingredients and stop the transfer*
- *Money*
  - *The amount of money gained from completing an order depends on the amount of ingredients, and rarity, in the potion.*
  - *At the beginning of the game, the player starts with a set amount of money.*
- *Days*
  - *After a day of serving customers (a set amount of IRL time), the shop closes and a screen is brought up showing various statistics.*
    - *Orders received*

- *Orders failed*
  - *Pay deduction from failed orders*
  - *Total money gained*
  - *(On a second page) Ingredients Used*
- *If you failed more than half your orders in two consecutive days, the royal guard comes and seizes the shop, ending the game.*
- *Ingredients*
  - *All ingredients have a stock.*
  - *The player starts with a basic amount of ingredients, enough to do the first day twice.*
- *Shop Management*
  - *Ingredient ordering*
    - *Using the money available, the player can order ingredients to stock the shop with.*
    - *These ingredients show up in the store stock the next work day.*
- *The Ultimate Potion*
  - *To reverse the steps that the master alchemist took to turn himself into gold, you must buy all the ingredients set out in the last page of the recipe book.*
  - *These ingredients are incredibly expensive, and there are a large amount of them needed to make the potion work.*
  - *The potion must be made and administered to the master alchemist during normal store hours.*

## Rules:

### Win Condition:

The player must make and administer The Ultimate Potion to the master alchemist during normal store hours. Doing so will end the game immediately, stopping the day.

## Lose Condition:

The player fails over half of the customer's orders over two consecutive days. After the second failed work day, the game explains that the shop has been repossessed by the Royal Guard.