

**Student Name** \_\_\_\_\_

**Working Title for Game** High School Adventure

**What genre will this be?** Possible ideas: fantasy / **real world** / sci-fi / horror / other

**What is the goal of the game? Common plots:** Collect all the treasures / Escape / Kill a boss / Destroy a dangerous thing / Sneak into someplace and steal something

Access the computer in the principal's office to change your math grade from a C to an A.

**What steps / puzzles does the player need to figure out to accomplish the end goal?**  
(If you're stuck, ask us for help. We can give you some puzzle ideas)

*Look at the portrait in the main hallway (the portrait shows the principal wearing a blue coat and a blue tie)*

*Go to cafeteria*

*Talk to a friend. Friend mentions he/she lost his math book*

*Get the math book from the lost and found*

*Give math book to friend -> friend gives you a fake id (the description of the id says you are a senior)*

*Go into the senior hall of the high school (this requires having the fake id - or a hall monitor stops you)*

*Enter the bathroom (the description will mention a number written on a wall)*

*Go to the theater class room*

*Take the blue coat and the black tie*

*Wear the tie*

*Wear the coat*

*Go to the principal's office (this requires being disguised as the principal, i.e., wearing the tie and coat)*

*Use the computer*

*Enter the access code (this wins the game)*

**Map Notes**

**Now go create a map for your game using Trizbort (installed on your PC)**

**Once you have your map, watch the Lantern tutorials that seem relevant to what your game will require.**