

Calvin Courtney

Narrative Design Item Descriptions

Scene 1 – Old Barn

Non-Interactive Items:

1. Old Hoe – A rusted farming hoe caked in years-old dirt with a splintered staff. Old plastic wrap coats the top of the staff where the splinters were too prevalent.
2. Metal Trash Can – A good conditioned aluminum trash can, covered in dust. It's filled with old, dilapidated wood and broken tools.
3. Wooden Pallet – A wooden pallet covered in sawdust and old, dried blood. Rarely used, it remains sturdy, reliable, and lacks splinters or other disformed features.
4. Wheelbarrow – A dirty wheelbarrow missing its only wheel, sporting two loose, rusted iron handles. Its several coats of blue paint are faded and scratched, and the tool is still filled with old, hardened sand.
5. Bale of Hay – A large bale of hay, several years old, dried out and brittle. It's bundled together using old twine combined with cut-up, lazily applied plastic wrap with shoddy writing in marker on the wrap, stating "property of some farmer I don't like".
6. Box of Barbwire – Brand new, packaged barbwire. The cardboard box housing it is enveloped in mold and dirt, with several rips and dents, although the wire itself is preserved and ready for use.
7. Toolbox – A green, plastic toolbox that has shards of plastic surrounding it. It's covered in white plaster and filled with hammer heads, rotten wooden handles and snapped screwdrivers, showing the wear and tear of the tools.
8. Sandbag – A bag of sand made with brown high-density polyethylene. A small hole in the bottom of the bag has left the bag nearly empty, and is half covered in a green dye, from the grass it used to sit in.

Interactive Items:

1. Old Ladder – A creaking ladder that reaches up to 12 feet. Made from solid steel and rusted, the reliability of this ladder is a gamble. You can carry this ladder to reach higher locations, although it is heavy and hinders your speed, therefore it's best used only when it is needed. Be wary though, too many uses, and it just might break. It is too bulky and heavy to use as a weapon.



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2. Cattle Prod – A new cattle prod hidden among old broken ones. Made of a black metal and equipped with a mid-juice battery, it's a two-pronged prime weapon for defense. It even comes with a green rubber handle. You can attack enemies with this item with a heated shock and stab, although the battery will only power it for so long in which afterwards all you will have left is a regular sharp object as a weapon.



Scene 2 – Castle Interior

Non-Interactive Items

1. Fancy Vase – A purple vase, lined with swirling lines of gold along the surface, painted with a glistening, glossy coat. It sits on a white, frilly cloth and has a small metal plaque near stating “DO NOT TOUCH”.
2. Wall Lamp – A lamp hanging on the wall, embroidered with sapphires and topazes, shining just a bit too bright. The lampshade is white, and at a closer look has a pattern in its cloth the shape of foreign animals such as elephants and jaguars.
3. Queen’s Portrait – A classical portrait of a scowling British queen long since passed. Her hair is tall and white, surely being a powdered wig. She

- wore a golden gown and held a scepter studded in twenty different gemstones.
4. Suit of Armor – A classic suit of armor, created out of darkened steel. A large hole resides in the gut, resembling that of a stab wound.
 5. Hot Cup of Tea – Part of a fine china set, laced with golden patterns of a meadow and flowers on a white cup. Hot steam flows from it, filled with traditional black tea.
 6. Millionaire Necklace – A tiny silver chain necklace, ever so slightly larger than a bracelet you could wear. It bears a small string of diamonds and rubies, with a single sapphire near the middle.
 7. New Diary – A diary with a velvet fabric, with golden cursive wording saying “Queen Abraha’s Diary”. The pages have a silver lining and are made with the smoothest, finest paper available. The writing within is a beautiful cursive, although barely eligible to the untrained eye.
 8. Bottle of Makeup – A new bottle of cherry-red nail polish. The bottle itself is made of a cleanly cut diamond, and topped with a black, glossy black lid. The label shows no brand name, but a cherry fitted above a golden crown.

Interactive Items

1. Antique Rug – A rug embedded with several unique, foreign patterns. It has a velvety surface, colored velvet and red and despite being walked on retains a perfect form. Stepping on it and walking away provokes a butler, bald and with a handlebar mustache to rush out of a nearby room with a vacuum and quickly vacuums it up, giving you a dirty stare before returning to his room. Doing it several times results in the butler walking up to you, and without a word smacking you with his glove before retreating once more.



2. Heavy Key Chain – A large, heavy set of keys on a silver chain. There are more than 20 different keys in all sorts of unique shapes, sizes, and designs. You can use this to access different parts of the castle, and which key works where depends on the design of the key and area trying to access. For example, the white key with a fountain design unlocks the door to the garden, and the pink key with the heart design leads to the princess' room. If an official catches you with the keys, you better run because they will attempt to catch you and retrieve the keys.



Scene 3 – Old Train Station

Non-Interactive Items

1. Lost Teddy Bear – A black fur teddy bear with a red bowtie. Attached to the leg is a white tag with the name “Jesse” written in blue marker.
2. Crumpled Train Ticket – A wrinkled green ticket with a picture of gargantuan skylines and flying cars, with extravagant text saying “Welcome to Las Vegas” on the top.
3. Railroad Spike – A spike buried in gravel and bent to the point it’s hardly recognizable as a spike. Covered in black residue, it’s likely to either be coal or blood.
4. Out for Lunch Sign – A horizontally-long sign with a yellow smiley face stating that the person at the desk went out to lunch. It’s covered in dust and a part of it breaks upon being touched.
5. Handwritten Timetable – A large blackboard with larger chunks of white powdered chalk under it. Written on it were several arrival times and

- destinations for trains, with the date listing back several decades prior, and the final time having a large streak of chalk rushing downwards.
6. Almost Empty Safe – A black safe with several intricate locking mechanisms, rendered useless by the fact it's open. Inside is black residue, two dollars, a broken bronze wristwatch, and a picture of a young girl.
 7. Broken Payphone – A perfectly preserved payphone, it stands only slightly rusted and even has an untouched yellow phone book. The discouraging aspect of this payphone is the phone's wire being completely cut, with a sticky note saying "Call this number" next to it.
 8. Old Microphone – A large, stainless steel intercom sitting on a broken brown desk. The buttons are broken off, and the wire is all mixed and wrapped together.

Interactive Items

1. Railroad Controls – A large steel crank and handle, with flickering red and green lights above. These remain near the boarding dock, where you can see a clear view of the distance where the trains would come. Interacting with the controls changes the turntable of the track, leading trains down any of the four directions. It requires immense strength to pull, as it is old and long retired.



2. Train – The Fairy Queen, one of the oldest steam locomotive models resides here. Although long unused, it remains in good condition due to lack of use. After setting the railroad tracks the way you needed to go, you can pilot the train and travel with it. It requires finding a fuel source such as wood or coal to operate. After checking all the systems, the player will be able to travel.

