Design Problem #111: Finding Frogman's Campsite

This design document deals with the process of refining the player's experience of finding Frogman's campsite, an NPC from *Washed Ashore*.

<u>Summary of problem area:</u>
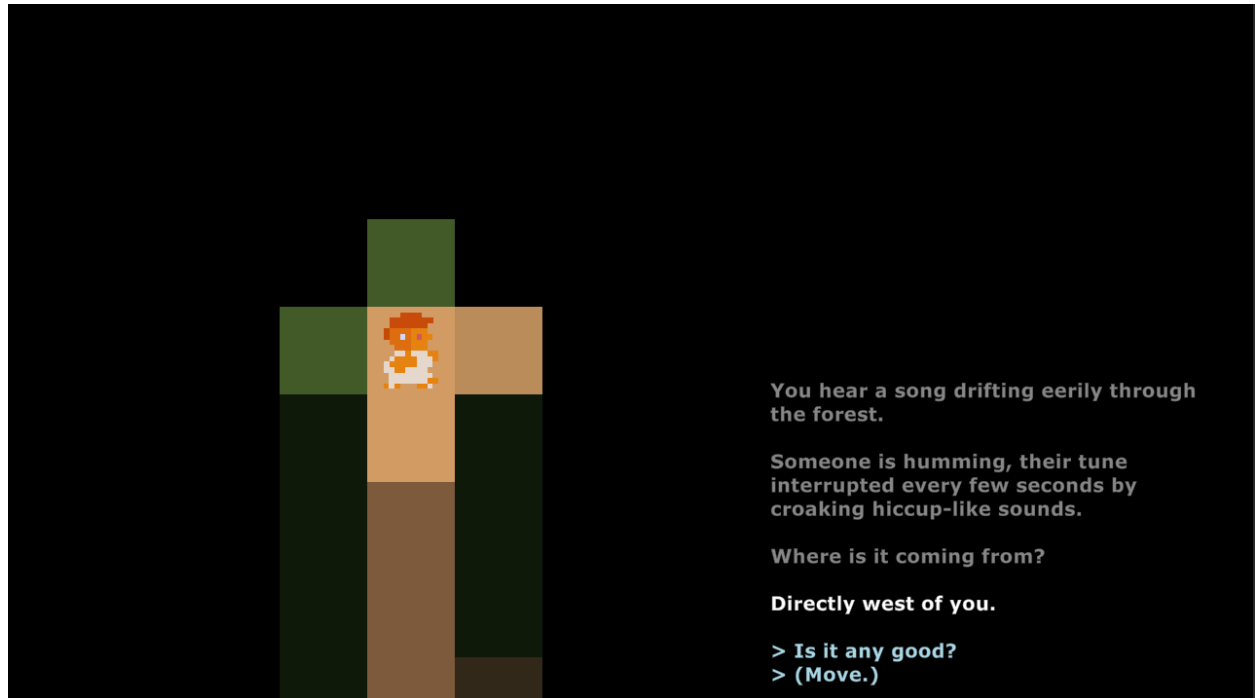The player can find a **specific tile on the overworld** to enter a sub-region, Frogman's campsite.

<u>Problem: Frogman's campsite is **too hard to find**</u>
Below is an outline of the problem with the steps I took to find a resolution.
- It's okay to have secret areas that the player will never find, but in this case, since the project is early in development compared to the desired scope, Frogman's campsite is **one of the few important places** with which the player can engage. It feels wrong that it is as hidden as it is.
- During playtesting, this became apparent because many players did not find Frogman's campsite unless I told them where it was.
- Frogman's camp is only found by the player if they go to **this specific tile on the map (outlined in red)**:

- To make finding the camp more engaging and less happenstance, I decided to increase the range in which the player becomes aware of Frogman's camp.
- Story-wise, this is achieved by telling the player that they hear Frogman singing from some distance away.

You hear a song drifting eerily through the forest.

Someone is humming, their tune interrupted every few seconds by croaking hiccup-like sounds.

Where is it coming from?

Directly west of you.

> Is it any good?
> (Move.)

- I decided to place the edge of the range along a trail. If the player is following the trail, they will be even more likely to come across the sound of Frogman singing.
- By following the direction of Frogman's song, the player will come across their campsite.
- Below shows the range I decided on. Now, there are six tiles that the player can find that will alert them to Frogman's presence (for the first time).

- Additionally, the text will draw the player toward the campsite by telling the player which direction the sound is coming from. I had to make sure that the direction was correct based on which direction the player was approaching from, since **depending on where the player is, the sound may be coming from the north, northwest, west, or southwest**.
- Here is a sample of some of the narrative scripting for the text that is triggered as you approach the campsite:

```
66 =    hear_tune
67 {
68 - hear_tune == 1: You hear a song drifting eerily through the forest. #ClearAllPreviousChunks #SetContinue
69 Someone is humming, their tune interrupted every few seconds by croaking hiccup-like sounds. #SetChoice
70 - hear_tune_response_count >= 2: You hear again the hummed, croaking tune drifting through the forest,
       {frogman_hear_tune_phraseDirectionToSound}. #AllowMove
71     -> DONE
72 - hear_tune_response_count >= 1 && hear_tune_response_knowsDirection == false: You hear again the hummed,
       croaking tune drifting through the forest. #SetChoice
73 - else: You hear again the hummed, croaking tune drifting through the forest,
       {frogman_hear_tune_phraseDirectionToSound}. #SetChoice
74 }
75 -> hear_tune_response
76
77 =    hear_tune_response
78 {hear_tune_response_count >= 2:
79 #AllowMove|
80 -> DONE
81 - else:
82 *    Where is it coming from? #ForceContinue
83      {frogman_hear_tune_phraseDirectionToSoundUpper}.
84      ~    hear_tune_response_count++
85      ~    hear_tune_response_knowsDirection = true
86      -> hear_tune_response
87 *    Is it any good? #ForceContinue
88      Not really. Sounds a bit absentminded. It's off-key.
89      ~    hear_tune_response_count++
90      -> hear_tune_response
91 +    [(Move.)] #AllowMove
92      -> DONE
93 }
```

- And here is a sample of some code in C# used to change the direction based on which trigger the player enters:

```csharp
if (tags.Contains("OverwriteDirectionToSound"))
{
    string directionToSound = "ERROR FINDING DIRECTION";

    if (tags.Contains("north"))
    {
        if (tags.Contains("acrossWater"))
        {
            directionToSound =
                "north of you, across the water";
        }
        else
```

```
        {
            directionToSound =
                "directly north of you";
        }
    }
    else if (tags.Contains("northwest"))
    {
        directionToSound =
            "northwest of you";
    }
    else if (tags.Contains("west"))
    {
        directionToSound =
            "directly west of you";
    }
    else if (tags.Contains("southwest"))
    {
        directionToSound =
            "southwest of you";
    }
    else if (tags.Contains("south"))
    {
        directionToSound =
            "directly south of you";
    }

    inkManager.story.variablesState
        ["frogman_hear_tune_phraseDirectionToSound"] =
            directionToSound;
    inkManager.story.variablesState
        ["frogman_hear_tune_phraseDirectionToSoundUpper"] =
            ExtensionsString.UpperFirst(directionToSound);
}
```

Tasks completed to solve this design problem

- Make sure that terrain flavor text doesn't override story text
- Write text and responses for hearing Frogman's song
- Rewrite text for the actual tile of the campsite and entering the campsite
- Set up text triggers in a range around the campsite tile

- Adjust terrain surrounding campsite tile to keep the right feel and accommodate approaching from any direction
- Set up system to ensure directional reference is correct