
THE
INNKEEPER

This project was developed as part of the project semester in the bachelor program media technology for the acquisition of the bachelor at University of Applied Sciences in St. Pölten.

This game works on

Windows MacOS

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Game Brewery
PRODUCTION STUDIO

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Prolog

The Innkeeper is an inn simulation game within a medieval/ fantasy setting. Woody Strongleg, the protagonist, is responsible for an inn as its host. His tasks are to cater for the various types of guests that keep visiting the inn. Each of the 7 nations are living around the inn and each one have their favourite foods and food they absolutely hate. The goal for the innkeeper is to be the best possible host for every nation surrounding the inn, otherwise an angry nation might attack and raid the inn.

In order to keep the guests mood up, Woody Strongleg can serve drinks like beer and cook meals but also offer rooms for an overnight stay.







Controls



MOVEMENT

- **W** go up
- **A** go left
- **S** go down
- **D** go right

- **E** interact with an objects or character
- **M** open map
- **R** open recipe book
- **ESC** open settings menu
- **SPACE & ENTER** skip dialogue sections

You can change and customize your key bindings in the settings menu.



PREFERENCES

In the settings menu under the ”preferences” tab, the key assignments can be changed.



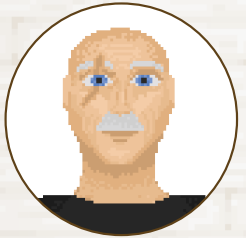
AUDIO SETTINGS

In the settings menu under the ”audio settings” tab, various sound settings can be changed.



QUIT GAME

In the settings menu under the ”quit game” tab, the credits and the main menu can be opened and there is a possibility to quit the game.



GUILDMASTER



MERCHANT

Game Mechanic



MERCHANT

At the beginning of each day the merchant visits the inn. This merchant offers various ingredients, which can be purchased by Woody Strongleg. The merchant's sortiment changes every day and is limited to a certain amount of each ingredient.



INVENTORY

The inventory can always be checked at the shelf next to the couldron in the inn. Ingredients need to be placed inside the inventory to use them at the rafting stations.



GUESTS

After the visit of the merchant, guests from different nations enter the inn and take a seat. If a guest wants something to eat, drink or stay overnight, an exclamation mark appears.

COOKING PLACES



There are three different cooking places. The oven, where dishes can be baked, the cauldron, where soups can be cooked and the tab, where drinks can be mixed.

Every dish, soup and drink has a different preparation time. There are also some ingredients which can be served uncooked or unprepared.



RECIPE BOOK

In the recipe book the dishes, soups, drinks and the corresponding ingredients are listed. Also the preperation time and the crafting place are shown.



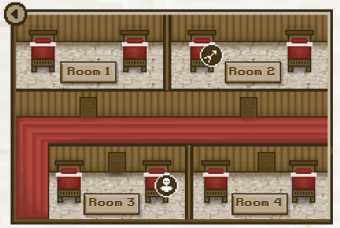
SERVING, MOOD AND MAP

Each guest that comes into the inn can be served with one dish or one drink. Depending on whether the guest loves, likes, dislikes or hates the food or drink, the mood of this guest changes.

The mood and the symbols of each nation can be seen on the map.

OVERNIGHT STAY

Some guests want to stay overnight as well. Depending on the guest's nation, Woody Strongleg has to decide whether to host the guest upstairs or in the basement. There are two sleeping possibilities:



Upstairs, where soft and comfortable beds are as well as noble interior.



And the basement, which is a bit cooler, darker and dimmer.

Occupied beds and coffins are marked with the symbol of the corresponding nation.



Woody Strongleg

He is the host of the inn and tries his best to maintain good connections to all the nations surrounding it. Woody does everything he can to satisfly his guests' wishes.

Once an adventurer unlike any other he was the one to slay the Great Undead Dragon to defend his hometown. Soon after, he joined the „Crimson Wings" guild and lost his leg on his last quest in the fight against a mighty werewolf, who bit it off.





Human

Their rude and short tempered behaviour slowly but steadily made them the enemy of nearly every other nation.



A young and foolish race but nevertheless on the uprise in the northern realm. Their short lifespans led to a distinct characteristic in which they prefer to stay among themselves.





Vampire

Their enormous bloodlust drove away even the mightiest warriors while their pale skin induces an unease feeling on everyone near them.



Their true origin is unknown but centuries ago they settled in the mountainous east where the bottom of some valleys has never been reached by the light before.





Elf

Their everlasting youth and astonishing beauty once ruled the entire continent, their age is rumored to to reach several millennia.



As most of them left the continent for their sanctuary their remaining forces are holding their grounds in the northern forests.





Undead

The wartorn swampland preserves their bodies and keeps them from rotting away.

Once summoned in the great war against the Demon King by one of his most powerful necromancers, they soon established their own country in the now lost former elven capital city.





Demon

The restless souls and anger of the fallen soldiers during the final battles brought forward those sinister creatures.

They live in the vast and rotten woods in the east of the lost capital.





Lizard

Their bodies are perfectly suitable for the hot and dry climate.

The former minions of the Demon King settled in the southwestern desert when the ancient war ended.





Nekosian

It is said that they will always land on their feet. Their stubborn but friendly temper shows their genetic relations to the common house cat.

They prefer the deep jungle in the west where they built a hidden network of small villages.




Bread
Fish
Apple
Pizza
Burger
Breakfast
Honey
Cheese
Well Done
Grilled
Soup
Chicken
Egg
Tomato
Garlic
Onion
Insects
Blood
Potato
Innards
Goulash
Potato
Dumplings
Apple
Blood B.
Blood W.
Mary
Rich B.
Mead
Honey M.
Life
Holy
Rich M.
Purrfect
Fuzz
Brain
Water
Blood
Milk
Beer
Wine
Apple
Chicken
Steak
Bacon
Fish
Brain
Heart
Cheese

	Demon	Nekosian	Undead	Vampire	Elf	Lizard	Human
							
							
							
							
							
							
							

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