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Game Plan Structure:

Items:

Spear, rock, torch, sleeping bag, glasses

Objective:

The story idea is inspired from the book Lord of the Flies. The game begins where five children end up stranded in an inhabited island.

The user's job is to interact with other characters through dialogs and use of items that will serve as aid.

For example, the spear should help you kill the boar and it should get more complicated if you interact with a kid character as they'll request for a specific item and the user will have opportunity to choose between delivering the item or not. Regardless, of the decision the user makes there is going to be always a consequence for one of the kids.