Lord of the flies’ story draft structure:

1. **Boar Adventure**   
     
   Everyone is located in an unknown island.   
   But only one can survive.   
   Each item will aid you.   
     
   [Dialogue]   
     
   Kid : Oh no !! a board is coming to attack us.   
     
   The boar is running around the map.   
     
   Kid: Player ! hurry pick up the spear and kill him !!   
     
   (If boar touches player he dies)   
     
   Kid: That was close!!!
2. **Finding a torch or sleeping bag  
   (Simon Dies)**Kids are fighting due to constant disagreement.   
     
   Kid: oh look you should have the sleeping bag..   
     
   [I need help with this part of the story]
3. **Give to piggy his glasses or the choir boy. One of them dies.**
4. **Find a rock to kill.**
5. **Adults come to the rescue.**