

Initial prompt:

all players will see this.

Something that hooks the player in. A short intro to what the story will be about.

Written as if it's a news report. "We have detected an alien spacecraft" etc.

Choice:

Can be as many as you want, but you will need at least 2. These are just guidelines you can have the choices be whatever you want.

1. Do something reckless
2. Do something cautious
3. Try another method
4. Invest in it (cost resources)

Results: Each choice should have 2-3 outcomes, both good and bad. The player will likely repeat these events and share them with other players so try to add variety to the outcomes. We will also add a randomizer to the events so that one option doesn't become known as the 'correct' answer.

These responses would only show if the player clicked on the "1. Do something reckless"

1. You've done something reckless, and it worked! Now we are rich.
2. You blew it up! Now it's all gone (END)
3. Now there's two of the mysterious thing, we have to try something new

You can have as many branches off as you like. And end the story whenever you feel it has come to its natural end.

Structure:

Please write the stories from a 3rd person perspective. You can include passages or quotes in the first person, but frame them as "character said" or "the journal contained"

Please organize the branches into their own files, and put them all in one folder.

For instance:

Oh no! -intro

Oh no! -A

Oh no! -B

Please also remember that we have to program in what you write, so don't include any galaxy ending events.

Stakes:

There are several resources that you'll be able to use in your writing. You can give or take them.

Such as:

Research points

Minerals/metals

Ships

Manpower

Approval

Make the stakes high! We will set the exact amounts as we balance the game.

Remember to have fun! You will of course be credited in the initial prompt.
And thank you!