This will be a description of how our web game "Triple Adventure" will work.

```
                                                        hydra.html


    darklord.html                              beast.html                        troll.html


    main.html      sneak.html


              sword.html

  academy.html              castle.html


              knight.html          archer.html                          wizard.html

                                        choose hunter's path and
                                            become an archer
        choose glory's path and
          become a knight          menu.html                        choose enchatment's path
                                                                       and become a wizard

                                  Play Game

                                  index.html      See code      git repository (code)
```
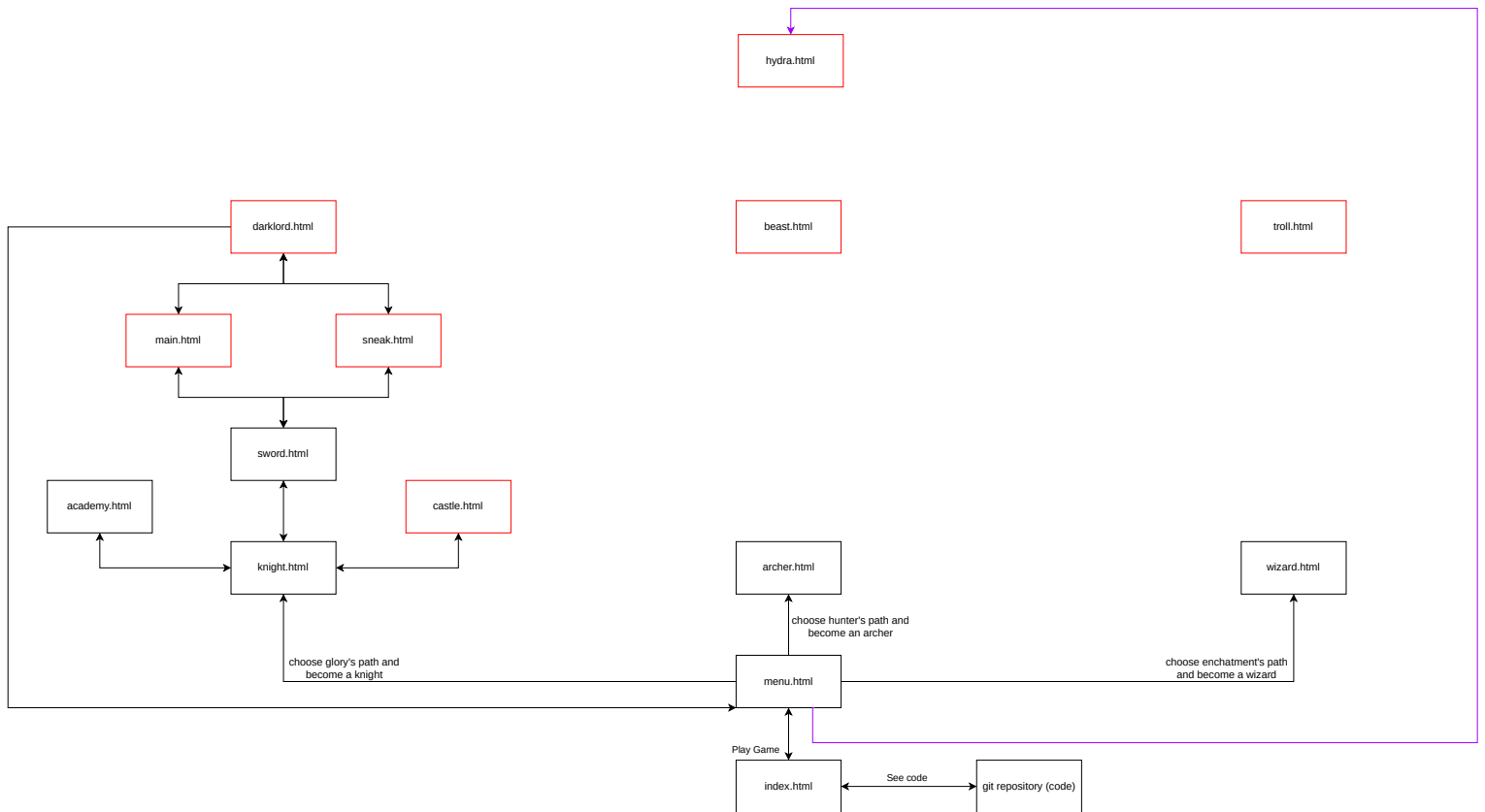
GENERAL CLARIFICATIONS
1. Every rectangle represents a different scenario (html page).
2. Arrows connecting scenarios represent which of them are connected (you can travel between them).
The arrow's head indicate the direction in which you can travel through scenarios.
Purple arrows indicates that the given connection can only happen if there are determinated circumstances.
3. Rectangles outlining:
    - Black -> Normal Rectangle.
    - Red -> You can die in this rectangle, thus bringing you to the initial (index.html) scenario.