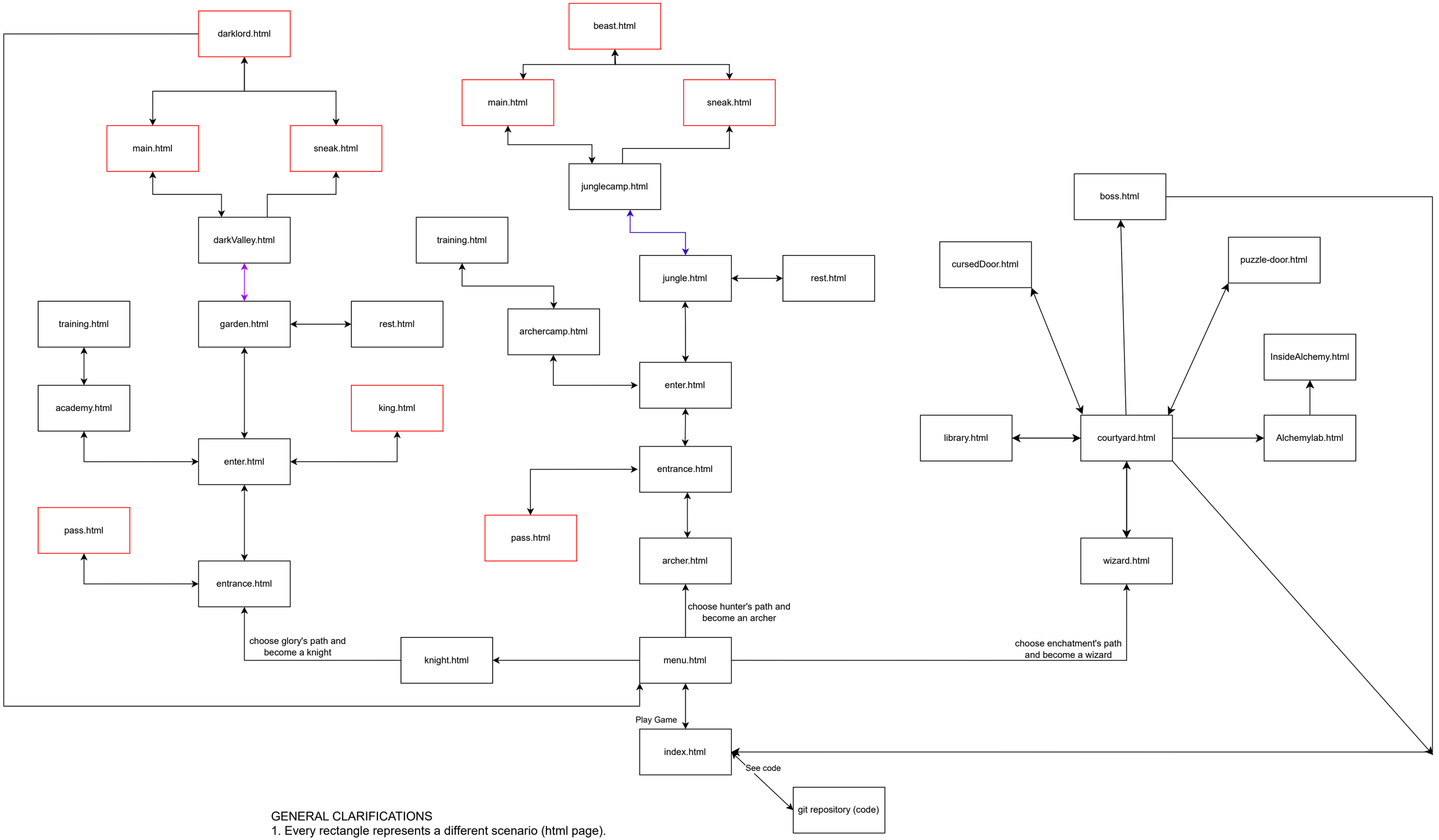
This will be a description of how our web game "Triple Adventure" will work.



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.