**Milestone 1 Part 1 – Narrative Outline**

**Title: Valor Epitome**

**Genre:** Poem/Adventure

**Character background (player):** A 14-year-old daughter of a farmer, living near forest. A lion has caught her calf(pet). She has no help; she is standing in the middle of a jungle to save her beloved pet.

Help her save life of both the pet and her.

Inspired by valor “Charan Kanya” by Jhaverchand Meghani

**Game Objective:** Making logical decisions to save the two lives. The girl and the calf

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| Section 1 | Middle of an open area surrounded by trees. A sunny delighting day. |
| What’s happening | A lion is grabbing the calf, the girl is standing right in front. |
| What can the player choose to do | **-run away from the place**  **-pick up stick from the surrounding to scare lion**  **-attack tiger to save the pet**  **-climb on a tree** |
| What must the player do to progress; what could cause the player to lose | **-the player must scare the lion since the girl don’t have enough strength to fight the lion**  **-if player chooses logically wrong decision, one or both of them dies** |

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| Section 2 | the player picks up the stick |
| What’s happening | The girl pick up a wooden stick from the ground and tries to scare the lion, the lion seemed a little feared |
| What can the player choose to do | **-yell at lion**  **- shout in high pitch to annoy the lion** |
| What must the player do to progress; what could cause the player to lose | **-yelling will make the player dominant, lion takes a step back**  **-shouting in high pitch makes you look weaker and the lion attacks you right then** |

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| Section 3 | Yelling at lion |
| What’s happening | After using the stick while appearing big and yelling, the lion steps back |
| What can the player choose to do | **-take step forward**  **-look in the eye of the lion** |
| What must the player do to progress; what could cause the player to lose | **-taking a step forward is seen as an attack from a powerful enemy, the lion runs away leaving the calf**  **- looking in the eye is challenging, lion attacks the girl** |

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| Section 4 | Other than scaring the lion |
| What’s happening | It’s when she faces the lion and has 4 options |
| What can the player choose to do | **-climb the tree, the lion runs away with the calf, player loses**  **-running away, the lion attacks the girl, player loses**  **-attack the lion, the lion is way stronger, the girl dies, player loses** |
| What must the player do to progress; what could cause the player to lose | **-no action**  **-only one way to defend the lion, scare the lion** |