



Figure 1.0 Menu



Figure 1.1 Setting

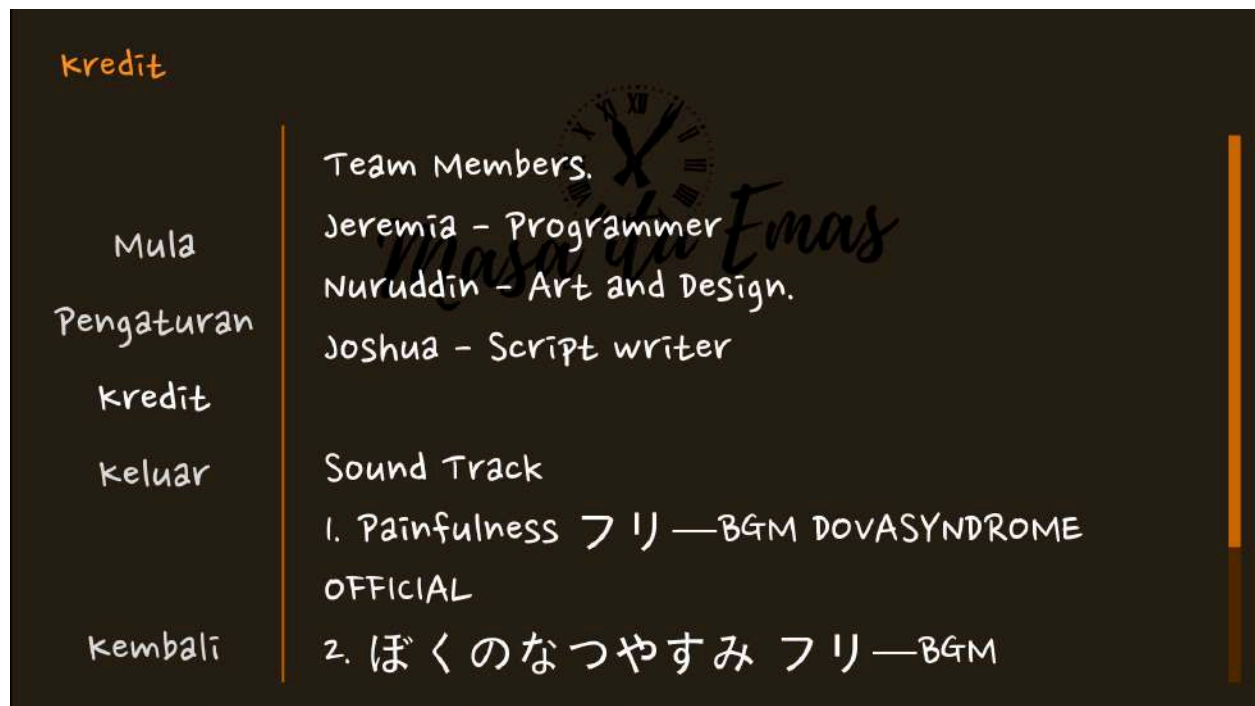


Figure 1.2 Credit

Description

- 1) Mula
 - To start the game
- 2) Pengaturan
 - To adjust the game volume
- 3) Kredit
 - To see developer team member role and soundtrack source
- 4) Keluar
 - To exit the game

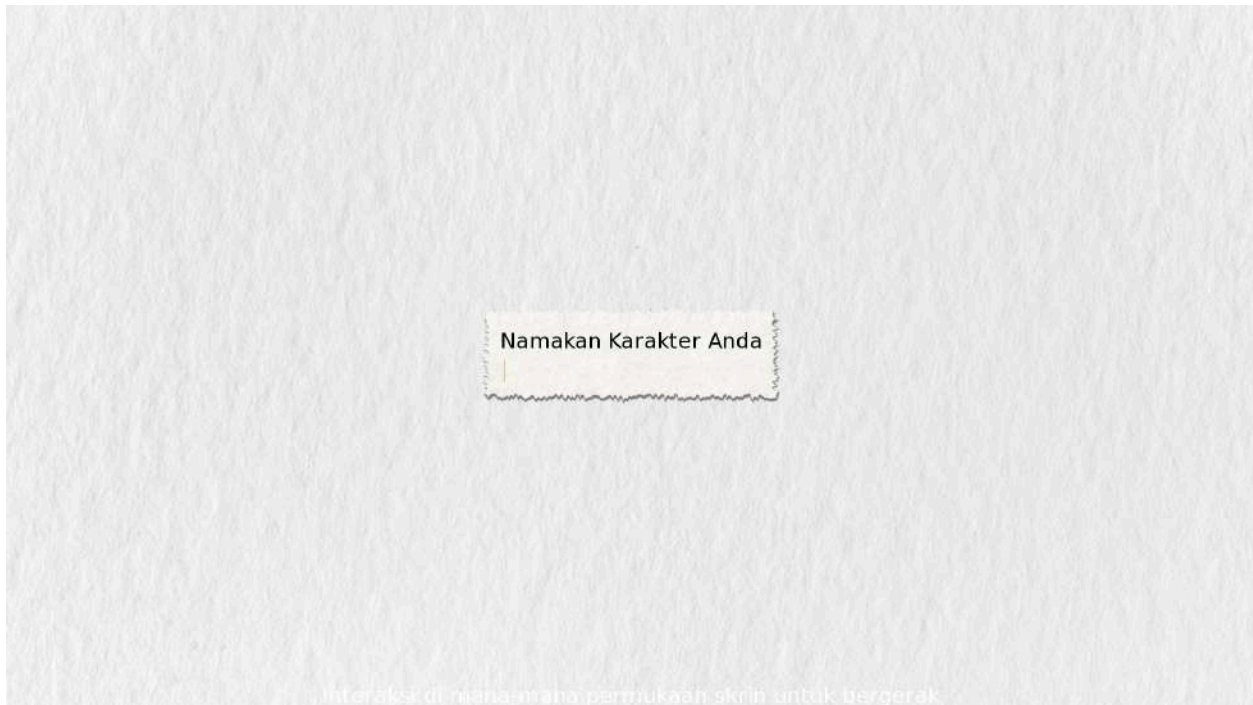


Figure .2.0 Character naming

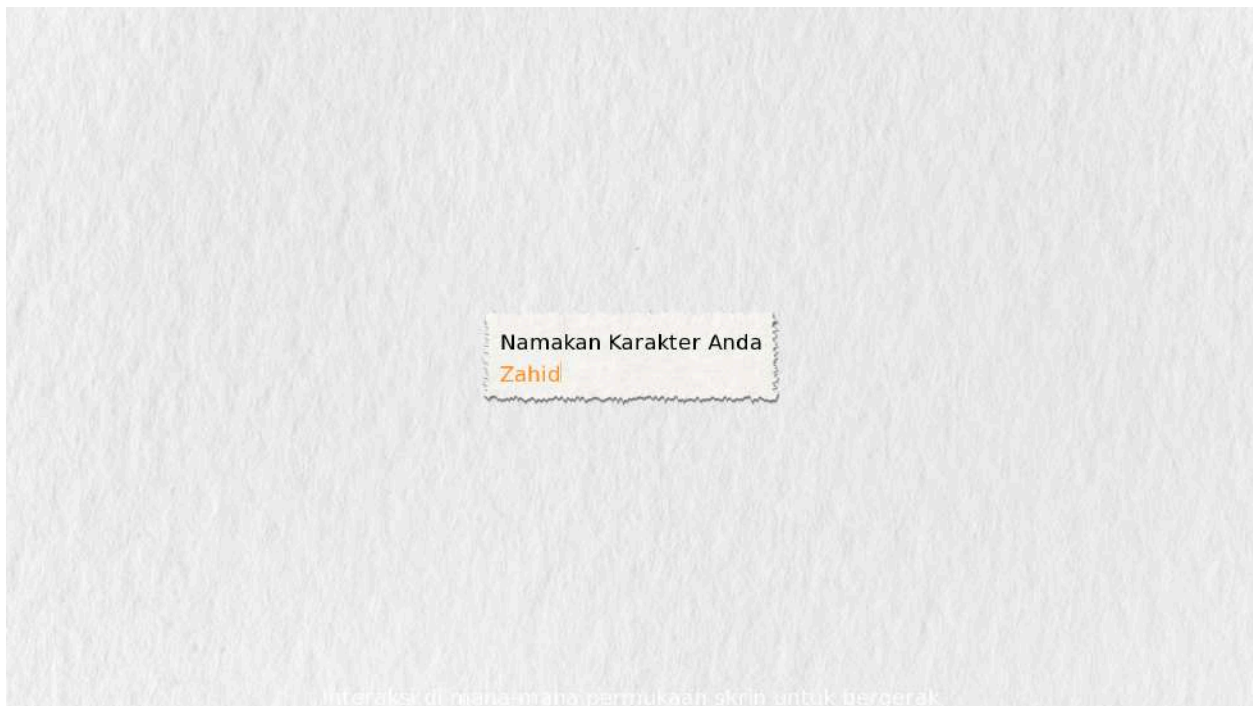


Figure 2.1 Enter name



Figure 2.2 Player name display in the game

Description

1) Name box

- Players can enter their name.
- Player names will be displayed during the game play.

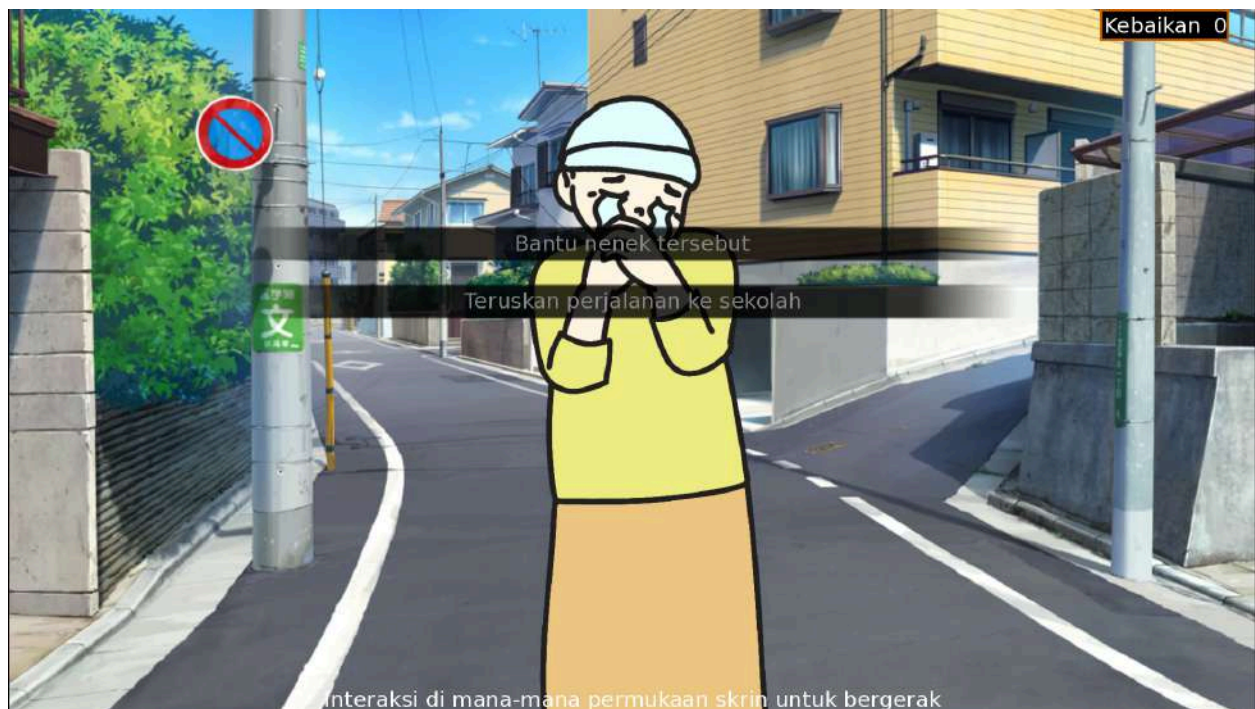


Figure 3.0 Multiple Choice Scene 1



Figure 3.1 Good point increase



Figure 3.2 bad choice



Figure 4.1 Multiple choice Scene 2



Figure 4.2 Good point increase



Figure 4.3 bad choice



Figure 5.0 Multiple choice Scene 3



Figure 5.1 Good point increase



Figure 5.2 bad choice



Figure 6.0 Multiple choice Scene 4

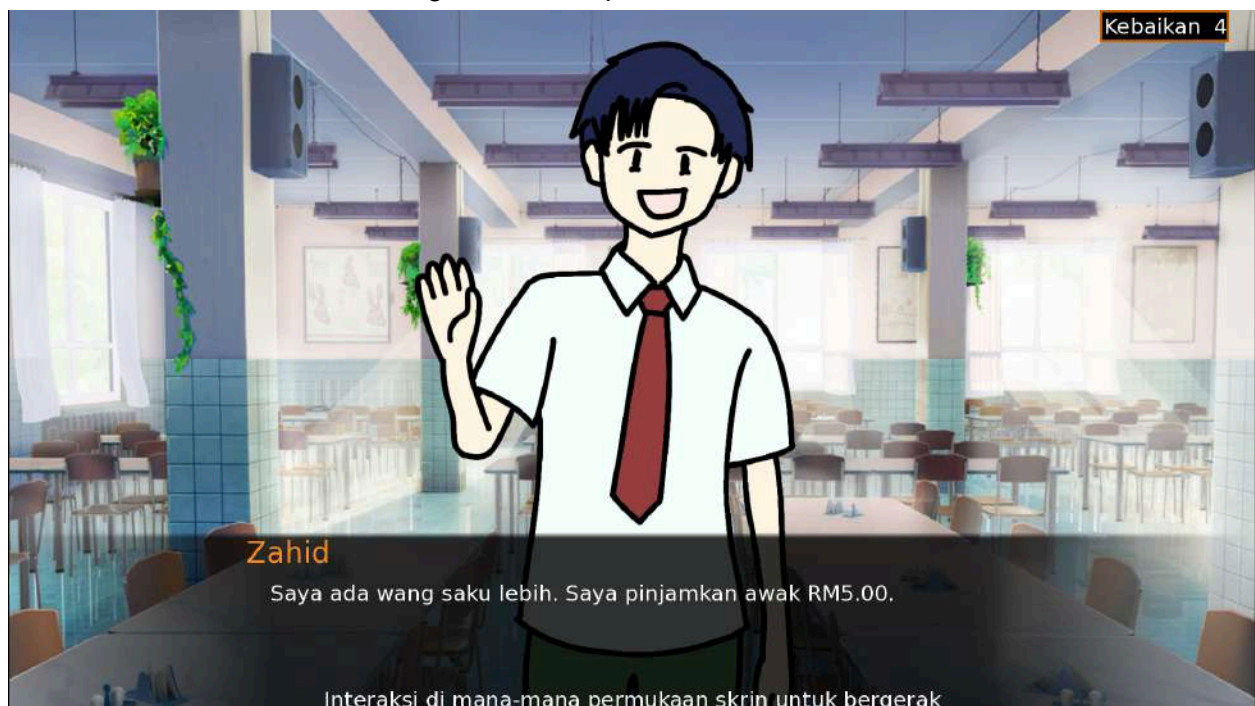


Figure 6.1 good point increase

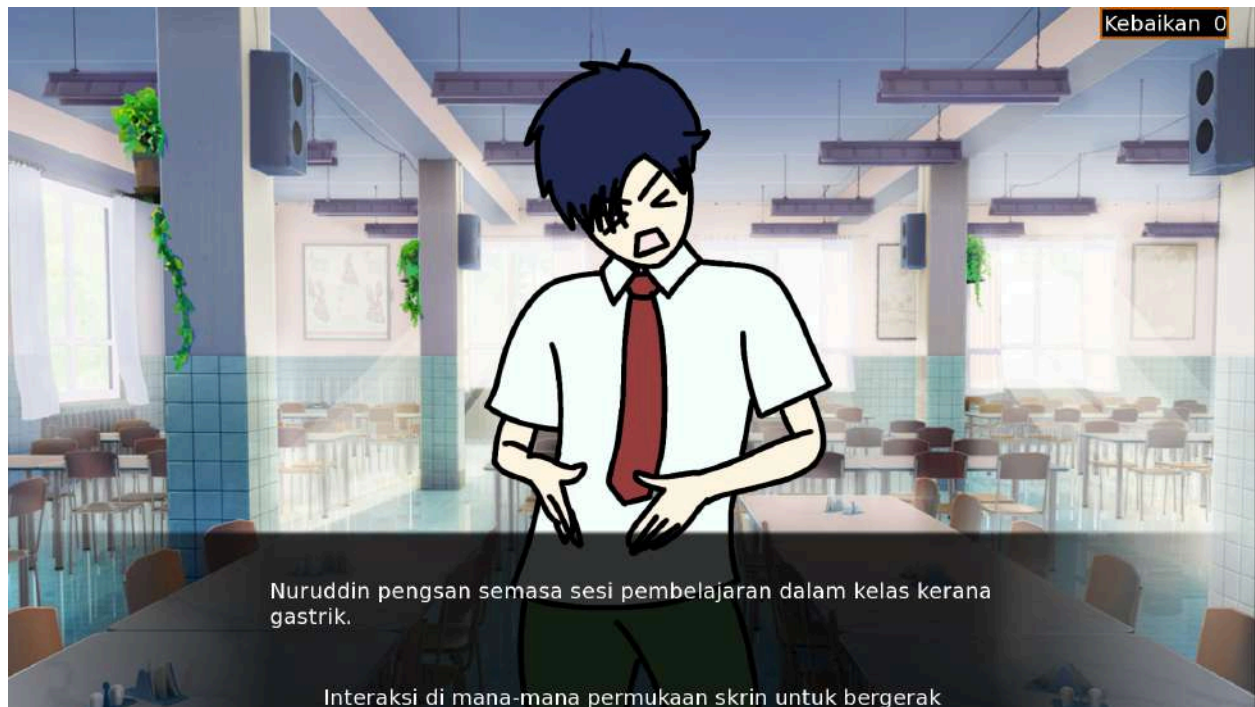


Figure 6.2 bad choice



Figure 7.0 Multiple choice Scene 5



Figure 7.1 good point increase



Figure 7.2 bad choice

Description

1. Multiple choice

- If the user chooses to do a good thing the good point will increase
- otherwise it will not change anything.



Figure 8.0 Special good ending

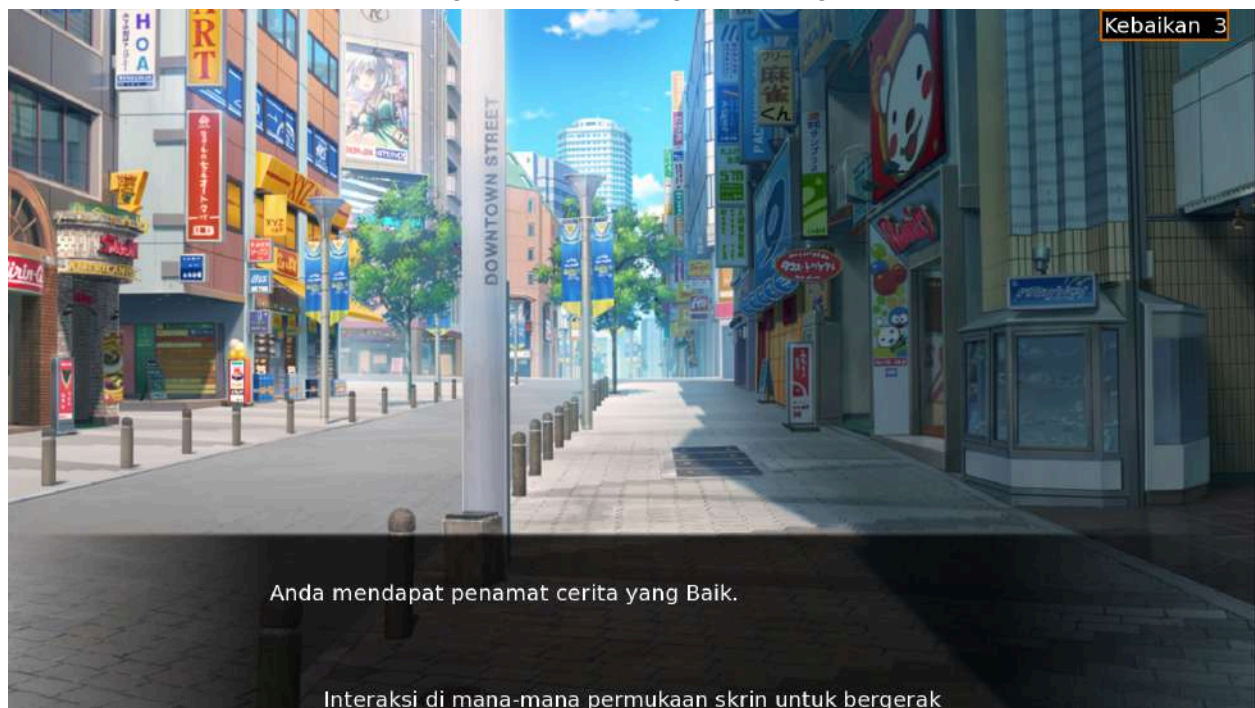


Figure 8.1 good ending

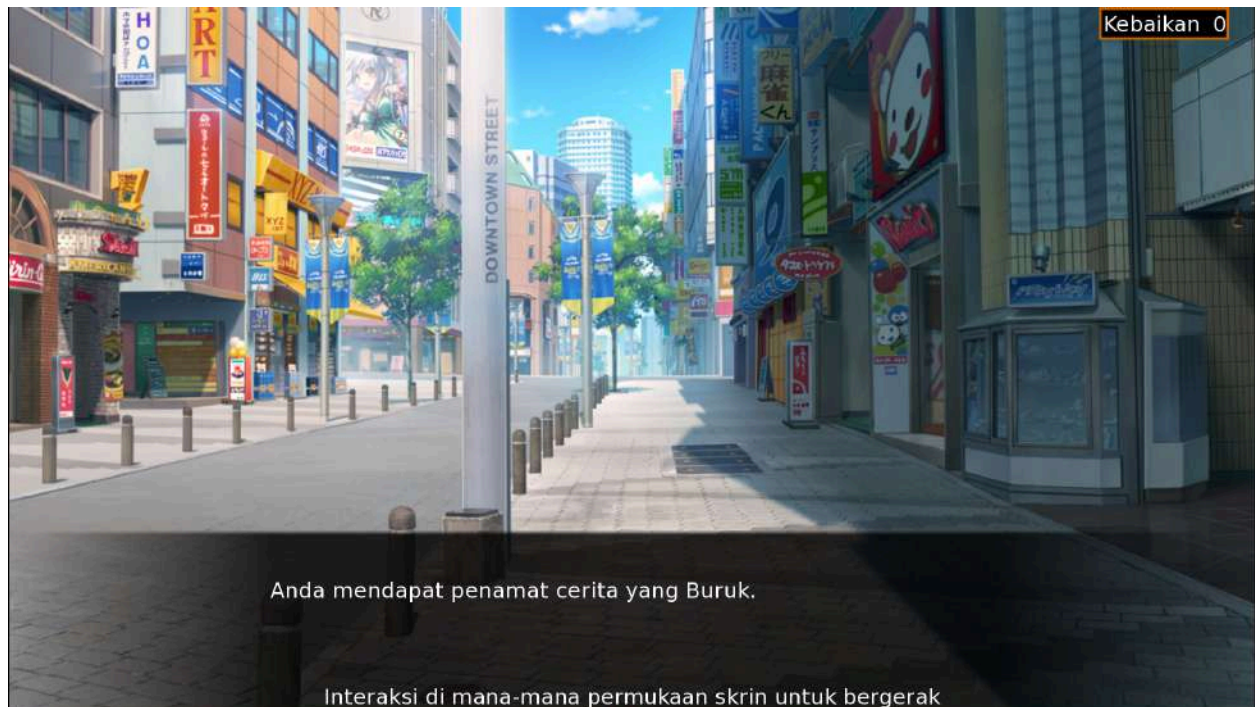


Figure 8.2 bad ending

Description

1) Ending

- If player get completely all good points they will get special good ending
- If player get good point above 3 they will get good ending
- If player get good below 3 or non they will get bad ending.