Cinderella :

Plot- typical fairy-tale (beginning, middle and end)

Design:

Dialog-Story beginning;

Harry: Hi I’m Harry Etherington and welcome to my game.

I hope you enjoy.

Wolf: Howwwwwwwwwwwwl.

Cindy: Release them Prince.

Prince: Make me.

Choice1a: Can’t we talk?

Choice1b: Then you’ll die.

Choice1c: \*\*\*\*\*\*\*

Story middle;

Prince: I’ll kill you and your wolf.

Cindy: Her name is Sandra.

Sandra: Howwwwwwwwwwwwl.

Prince: It doesn,t matter soon you,ll be died

and i,ll bury your head.

Choice2a: Its you that will be dead.

Choice2b: I don’t know about this.

Choice3a: Attack with sword.

Choice3b: Attack with Sandra.

Story ending;

Wind: Whoooooooosh.

Cindy: What was that?

Harry Etherington: I hope you enjoyed my first unity assignment and you look forward to part 2.

Story-Choices:

1 Passive, Wery, Attack with sword,

Silent, Confident. Attack Sandra.

Aggressive.

Textures/Sound affects :

<https://www.freesoundeffects.com/free-sounds/wolf-10043/> (Wolf affect)

<http://www.ittralee.ie> (Background introduction)

<https://opengameart.org/content/2d-complete-characters> (All characters except prince)

<https://www.freesoundeffects.com/free-sounds/wind-sounds-10041/> (Wind affect)