**Milestone 1 Part 1 – Narrative Outline**

**Title: NecroSheep**

**Genre:** RPG

**Character background (player):** Grey mature sheep. Goes by the name Fausta. Weights 250 pounds. Fausta is a master of using a great sword and a master in dexterity.

**Game Objective:** Fausta is in trouble. He has been captured by the evil coyote names Nor. Your objective is to survive Nor’s dangerous palace. It is filled with a variety of mobs. Be sure to choose the right places and stock up food and potions.

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| Section 1 | “On a stormy night, the rain was hitting hard. Fausta on his cell. Looking at the stone wall. Dosing off and thinking the outside world.” |
| What’s happening | Fausta is his jail cell, with nothing but little food and water. He decides to look around his jail cell to look for an escape. |
| What can the player choose to do | * Try to open cell. * use the bathroom * Talk to the guard. * Yell * Rest until morning. * Look at the suspicious wall. |
| What must the player do to progress; what could cause the player to lose | The player must talk to the guard. The guard will get annoyed of Fausta and he will leave the area (the guard will drop the cell key).  The player will be able to advance to the next task. Which will be to look at the wall and remove chunks of wood to reveal a large pole. With that he will be able to retrieve the keys the guard dropped.  The guard comes back and notices he lost his keys. Fausta will have to go to the bathroom to get rid of the guard.  Final thing the player must do is rest.  Other options will cause the player to lose.  Bonus: player will be able to collect food and water to keep in inventory. |

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| Section 2 | “As Fausta sleeps, he hears a loud yell and screech. He wakes up and thinks to himself he heard the guards.” |
| What’s happening | The guards are being invaded who could have so much hate towards the guards? Open the cell and make your way out! |
| What can the player choose to do | * Open cell * Pick up shield * Examine dead body. * Grab food located on the table. * Search Chest * Examine locker. |
| What must the player do to progress; what could cause the player to lose | The player must open the cell with the key.  The player will have the option to pick up the shield (Player will be able to continue without it).  The player will find a piece of paper on the dead body.  The player will die when he grabs the food on the table or examines the chest. He will be surprised with an explosion.  Bonus the player will be able to open the locker if he gets the code right from piece of paper. And reveal a silver great sword. |

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| Section 3 | “Fausta comes out of the cell room. As he is walking around the palace he notices that there is no one around. It is quiet. To quiet. Fausta ends up stepping on a pressure plate which activates a trap door and falls…” |
| What’s happening | Fausta has fallen into the sewers when he activated the pressure plate. He is a bit hurt. Fausta gets up and continues his journey. |
| What can the player choose to do | * move straight * move left * move right * Attack * Dodge * Open door. * escape |
| What must the player do to progress; what could cause the player to lose | * The player must move straight 3 times. And right 2 times in order to escape. Kill the ghost and goblins and a mini boss along the way. Player will be able to take three hits every time he encounters a mob. |

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| Section 4 | “As Fausta comes out the sewers he notices he is close to the exit. Fausta gets excited to see the exit.” |
| What’s happening | As Fausta approaches the exit. He activates a tripwire and a swing axe approaches Fausta. |
| What can the player choose to do | * Duck * Jump forward * Stay * Run |
| What must the player do to progress; what could cause the player to lose | The player must stay. The swing axe will not touch Fausta. Making him stay alive and continue his journey. The other options will kill Fausta |

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| Section 5 | “Fausta was surprised that he didn’t know about the swing axe coming his way and not working properly. He continues his journey to the exit…” |
| What’s happening | A Three headed coyote scares Fausta. Fausta knows he has to fight his way out in order to be free. Help him fight for his freedom. |
| What can the player choose to do | * Attack * Dodge * Block * Use food |
| What must the player do to progress; what could cause the player to lose | The player must fight the three headed coyote. He will need to hit each head twice in order to cut off the coyote’s head to defeat it.  Getting hit 3 time will cause Fausta to die. |