

Island's Fate: The Quest for Survival

[Link to the game](#)

Concept Statement:

You are stranded on a deserted island after a shipwreck, and your only hope of survival is to navigate your way through the island to find a way to escape. Along the way, you will make crucial decisions that will determine your fate. Will you successfully escape the island, or will you be trapped forever?

I chose to have my branching narrative as a game. It will be a choice-based game where the player is stranded on an isolated island after a shipwreck. The player must navigate their way through the island to find a way to escape. The game features two branching paths, each with its own set of choices and consequences that ultimately determine the player's fate.

Setting:

The setting of my branching narrative is an isolated island that the main character finds themselves stranded on after a shipwreck. The island is lush and tropical, with dense forests and beautiful beaches. The main character must navigate through the island to find a way to escape. I will also have a small village on the island that serves as the main point of interaction with other people.

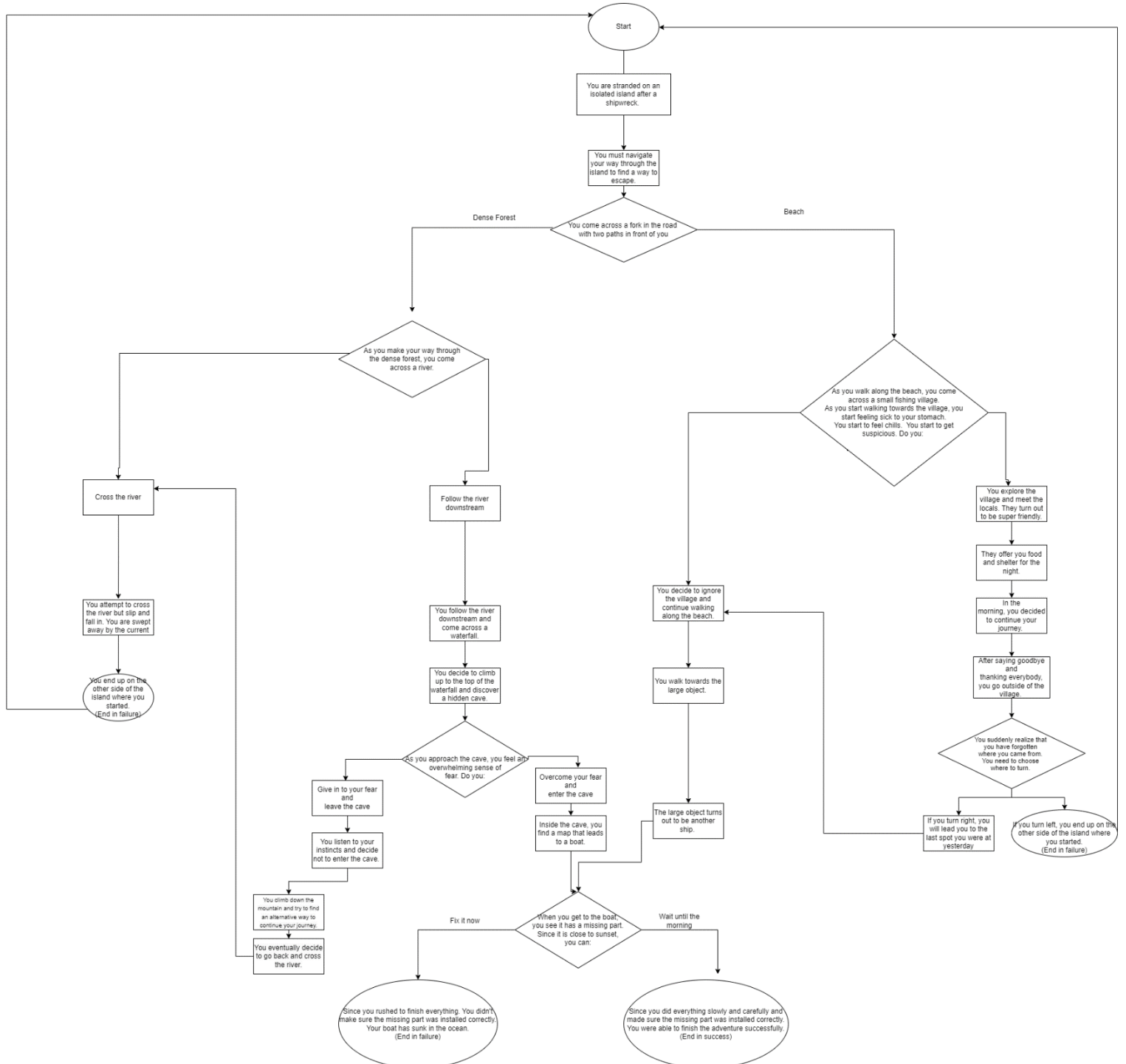
Character:

The main character is a shipwreck survivor stranded on the island. They will likely be shocked and disoriented after being suddenly thrust into this new and dangerous situation. As they navigate the island, they face a series of choices determining their fate.

Genre and Style:

The genre of this branching narrative could be classified as an adventure or survival story. The narrative style is concise and straightforward, with simple choices that lead to clear outcomes. However, the potential for multiple branching paths and outcomes adds depth and complexity to the story. The feeling of the narrative is one of tension and urgency, as the main character is faced with a high-stakes situation and must make difficult choices to survive. The final build of this story will be a fun and engaging interactive experience that captures the thrill of survival in a challenging environment.

Plot Beat Flowchart:



Text:

Start: You are stranded on an isolated island after a shipwreck. You must navigate your way through the island to find a way to escape.

You come across a fork in the road with two paths in front of you. One path leads through the dense forest and the other leads to the other side of the island. You must choose which path to take.

Option 1: You choose the path through the dense forest.

As you make your way through the dense forest, you come across a river. Do you:

A. Follow the river downstream: You follow the river downstream and come across a waterfall. You decide to climb up to the top of the waterfall and discover a hidden cave. As you approach the cave, you feel an overwhelming sense of fear. Do you:

A. Overcome your fear and enter the cave: You take a deep breath and enter the cave. Inside the cave, you find a map that leads to a boat.

B. Give in to your fear and leave the cave: You listen to your instincts and decide not to enter the cave. You climb down the mountain and try to find an alternative way to continue your journey, and eventually, you decide to go back and cross the river.

B. Cross the river: You attempt to cross the river but slip and fall in. You are swept away by the current and end up on the other side of the island where you started. (End in failure)

Option 2: You choose to continue exploring the Island.

As you continue walking around the island, you come across a small fishing village. You start walking towards the village. As you start walking towards the village, you begin to feel a strange sensation in your stomach. Your heart races, and you start to get chills down your spine. You can't shake the feeling that something isn't right. Do you:

A. Explore the village: You explore the village and meet the locals. They turn out to be super friendly. They offer you food and shelter for the night. In the morning, you decided to continue your journey. After saying goodbye and thanking everybody, you go outside of the village.

You suddenly realize that you have forgotten where you came from. You need to choose where to turn.

Going to the right side of the mountains will lead you to the same spot as 2B (The same point that you would have gotten to if you didn't explore the village). However, going to the left side of the mountains, you will end up on the other side of the island where you started. (End in failure)

B. Ignore the village and continue walking: You decide to ignore the village and continue walking around the Island. As you wander around the island, you spot something big in the distance. You keep moving towards it. You couldn't believe your eyes when you got closer and realized it was a whole other ship! It meant that you might have a chance to leave the island! You start running toward your freedom.

When you get to the ship, you see it has a missing part. Since it is close to sunset, you can:

A. Fix it now: Since you rushed to finish everything. You didn't make sure the missing part was installed correctly. Your ship has sunk in the ocean. (Failure ending)

B. Wait until the morning: You did everything slowly and carefully and made sure the missing part was installed correctly. You were able to finish the adventure successfully. (Success ending)