Island's Fate: The Quest for Survival

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.

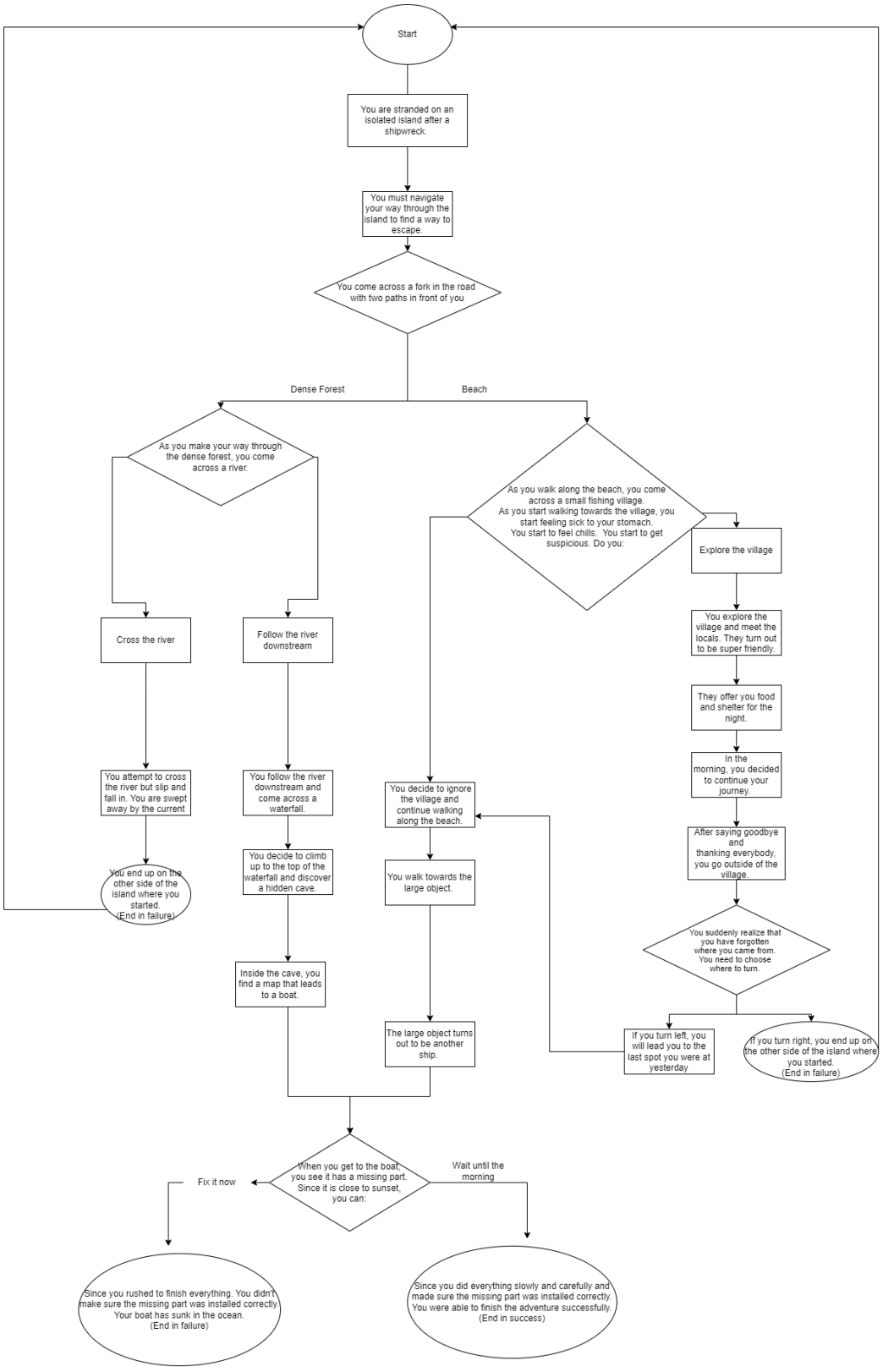
Character:

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 along the beach. 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. Inside the cave, you find a map that leads to a boat.

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 the path along the beach.

As you walk along the beach, you come across a small fishing village. As you start walking towards the village, you start feeling sick to your stomach. You start to feel chills. You start to get suspicious. 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.

One direction will lead you to the same spot as 2B; if you go in the other direction, 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 along the beach. You walk towards the large object. The large object turns out to be another ship.

* The choice to "ignore" the village may be motivated by a sense of urgency, the fear of the unknown, or the desire to remain hidden. The characters may feel that they need to focus on finding a way off the

island as quickly as possible rather than getting sidetracked by social interactions. They may also be wary of the villagers and unsure of their intentions.

When you get to the boat, 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 boat 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)