User guide for "The star fruit tree"

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Contents

1   Introduction

This is the user guide to the interactive story program "The star fruit tree", which was based loosely on the translation of the Vietnamese folktale "The golden star fruit tree" by vietnammonpaysnatal.fr.
To see the original translation, please visit: Link

2   How should you interact with the program?

There are three types of interaction that the user can make while using this program:

1. The program will ask you to enter a name for a character in the story. When this happens, you can enter the name of your choice without any constraints.
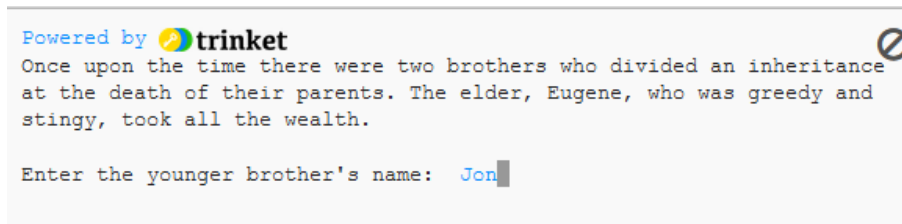

Figure 1: Entering a name

2. The program will presents two options and you will need to choose one to progress the story. You can choose by entering either 1 or 2.
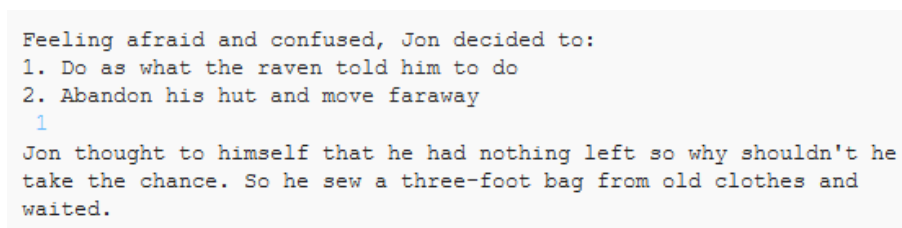

Figure 2: Choosing an option correctly

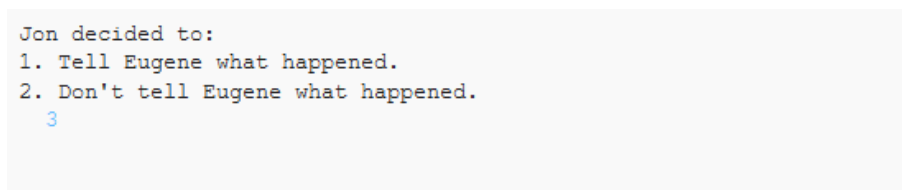Inputs that differ from the aforementioned numbers will stop the program.

Figure 3: Choosing an option incorrectly

3. The program will presents a statement but then stop midway. You will have to read the statement and then perform some simple arithmetic to get the answer. The answer should be a number with a decimal point. Enter the answer to progress the story.

```
j, knows that 1 foot is equal to 0.3 meters, replied:
 "No, you're wrong. Since 1 foot is equal to 0.3 meters, your bag
should be a  0.8
-meter bag, not a 1.8 one."
Eugene easily spotted that j had got the math wrong. Eugene pointed
that out and use it as a reason not to listen to his brother. He
kept his six-foot bag and waited.
```

Figure 4: Entering an answer of the correct type

Inputs that aren't numbers will cause an error and stop the program.

```
j, knows that 1 foot is equal to 0.3 meters, replied:
 "No, you're wrong. Since 1 foot is equal to 0.3 meters, your bag
should be a  0.8
-meter bag, not a 1.8 one."
Eugene easily spotted that j had got the math wrong. Eugene pointed
that out and use it as a reason not to listen to his brother. He
kept his six-foot bag and waited.
```

Figure 5: Entering an answer of the incorrect type

3   Story overview

This part is created for those who want to replay and experience all the endings in
this program. The story pathways are presented in this flowchart:
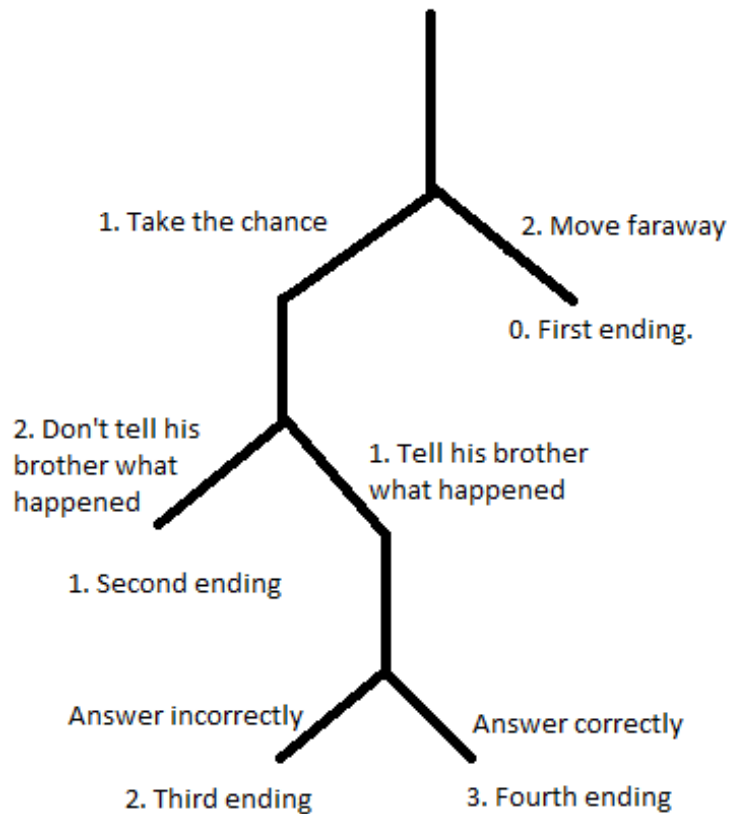

Figure 6: Story flowchart

Content of each ending:

0. First ending:
The younger brother thought that his hut was haunted and decided to move faraway.
The end.

1. Second ending:
The younger brother decided not to tell his brother about the star fruit tree and the raven. Eugene became furious and parted ways with. They never see each other again. The end.

2. Third ending:
After being drop on the island, Eugene filled the bag with gold. On the way back, burdened by the overweight of the bag, the raven, who could not hold any longer, swayed and sent Eugene back to the deserted island. Eugene was stuck there forever for his greed. The end.

3. Fourth ending:
After going to the deserted island, Eugene had also became wealthy like his younger brother. He then contemplated about his past doings and felt bad for his younger brother. He decided to made up with. The brothers, who are now friends again, dedicated their new found wealth to care for the poor. The end