**Raymundo Sanchez**

**Milestone 1 Part 1 – Narrative Outline**

**Title: No More**

**Genre:** Fantasy

**Character background (player):** Mac, A lazy person not wanting to do anything but forced to do crazy things for some reason and also lives in the forest in the middle of nowhere.

**Game Objective:** The location is in his house that has everything he needs and a portion of the forest he needs to go gather item to make his next meal but throughout his journey he meets people even if he doesn’t want to there are crazy weapons and collecting delicious food.

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| Section 1 | “It is the first morning of spring and Mac doesn’t want to wake up, but he has to make lunch for himself since he is hungry, but he doesn’t have any ingredients.” |
| What’s happening | Mac has learned that he has to go collect ingredients for food so he has to get ready and get some tools to go out into the forest. |
| What can the player choose to do | **-Search his room for tools he will take**  **-can only take two items**  **-Get his backpack to add in extra three items**  **-wait for nighttime (high chance of dying) and gather rare items or**  **Wait in the morning and gather or items but lose strength cause of tiredness** |
| What must the player do to progress; what could cause the player to lose | **Gather the items from his room and choose when to go out and explore.**  **(The player might lose some buffs or gain some buffs depending on items and time he will go out.** |

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| Section 2 | The player goes into the forest either night or morning and starts searching trees for mushrooms. If done during the night without a lantern might get killed by snakes. |
| What’s happening | Mac starts to search for the ingredients for his lunch. |
| What can the player choose to do | **-search the forest floor**  **-collect a stink insect as a smoke bomb does some damage**  **-search tree for mushrooms**  **-might get attacked by a mimic that looked like a fallen branch. Might be able to befriend him.**  **-gather fruits (might be poisons)** |
| What must the player do to progress; what could cause the player to lose | **-the player needs to collect three mushrooms without getting killed and go deeper into the forest. (the mimic will become in ally if befriended. Does 60 damage)** |

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| Section 3 | Mac discovers a rainbow ingredient deeper in the forest and he is not sure if he should collect it or keep searching for other ingredients. |
| What’s happening | Mac has discovered a item and he is not sure if to take it. |
| What can the player choose to do | **-Collect the item something strange might happen**  **-collect other strange ingredients**  **-fight or befriend a spider** |
| What must the player do to progress; what could cause the player to lose | **-collect the last ingredients (4 more items)**  **-start to go back home**  **-a void some poisoned forgotten forks** |

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| Section 4 | Mac starts to collect the last items and starts going home when he meets a goddess that is also hungry (invite or decline might lose all items and die. |
| What’s happening | Mac meets a god he can invite her or give her all the items and lose. |
| What can the player choose to do | **-Tell the god to join him or them.**  **-collect some last ingredients**  **-go home** |
| What must the player do to progress; what could cause the player to lose | **Collect some last ingredients and either go home with everybody or just go home by yourself.** |

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| Section 5 | Mac arrives home and starts making his secret lunch either with his friends or alone and he eats with everybody or alone and the game ends. |
| What’s happening | Mac is close to finishing everything to make his lunch. |
| What can the player choose to do | **-go home**  **-start lunch**  **-eat alone or with everybody**  **-game ends** |
| What must the player do to progress; what could cause the player to lose | **Make the lunch using the ingredients and have fun with your friends or alone and end the game.** |