The Tale of a Crying Dragon

Rundown of Story:

* Setting:
  + Genre - Medieval Fantasy
* Main Character:
  + Name - Allard
* Quest - Subdue the Dragon Threat
* Endings:
  + Happy Ending: Dragon Threat Solved.
  + Bad Ending: Anything but Dragon Threat Solved.

\*\*The html pages that need to be created are shown in **BOLD** title! Refer to the diagram to link it together!\*\*

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**Title Page**:

Create a generic medieval fantasy game title page.

Layout: Title Page

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“The Tale of the Crying Dragon”

The buttons/boxes that are required for user to progress are:

1. Start Game

… yea that’s it bro.

**Prologue**:

Display a wall of text to let the player know what the hell is going on.

Layout: Text wall

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Welcome to the Kingdom of Damarel, where food is scarce and forest fires are abundant. Though, it was not always this way. The kingdom’s age of prosperity came to an abrupt end when the evil dragon Kazan awoke from his slumber. Many farming villages in the outskirts of the kingdom were razed to the earth as the dragon claims that as his territory. In response, the King has called upon any who is brave enough to eradicate the imminent threat.

You are Allard: an average male peasant who has no redeeming qualities, needless to say in combat. It’s obvious you're no match to the might of a dragon, but there may be another way… ”

The buttons/boxes that are required for user to progress are:

1. Continue

**Scene 1**:

First scene with peaceful village scenery.

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Another peaceful day passes slowly in the village of Guthram. The birds chirping, the fields tended, and the taxes unreasonable. “

The buttons/boxes that are required for user to progress are:

1. Restart
2. Next (to move on to the next textbox)
3. Back (go back to the previous page)

**Scene 2**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard: “Just another day in good ole’ Guthram. If only this way of life can be a little less mundane... I know! I will find myself a cool pet lizar-” “

The buttons/boxes that are required for user to progress are:

1. Restart
2. Next (to move on to the next textbox)
3. Back (go back to the previous page)

**Scene 3**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Just before Allard finished his sentence, a monstrous roar shook the town. Chaos ensues as the villagers attempt to escape. The dragon is here to do his worst. “

The buttons/boxes that are required for user to progress are:

1. Restart
2. Next (to move on to the next textbox)
3. Back (go back to the previous page)

**Scene 4**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ As the dragon approaches ever closer, Allard had to come up with a plan...“

The buttons/boxes that are required for user to progress are:

* Restart
* Next (jump to **Choice Scene 1**)
* Back (go back to the previous page)

**Choice Scene 1**:

Layout: Choice UI

Here is the 2 choices (make a clickable text box for user to choose):

1. “ Run Like the other villagers. ”
2. “ Try appeasing the Dragon with food.“

The buttons/boxes that are required for user to progress are:

* Choice box 1 (Jumps to **Result Scene 1a**)
* Choice box 2 (Jumps to **Result Scene 1b**)
* Restart
* Back (go back to the previous page)

**Result Scene 1a**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard ran as fast as he could, but tripped much like a girl in a horror movie, and was unable to outrun the dragon's engulfing flames. “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (Jumps to **Bad End 1**)
* Back (go back to the previous page)

**Bad End 1**:

Layout: Bad End

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Bad End ”

“ Boy, you just got roasted. “

The buttons/boxes that are required for user to progress are:

* Restart

**Result Scene 1b**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard went and grabbed the nearest basket of freshly harvested produce. With the basket in hand he hollered the dragon.“

The buttons/boxes that are required for user to progress are:

* Restart
* Next (Jumps to **Scene 5**)
* Back (go back to the previous page)

**Scene 5**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard: “Hey there big guy! Are you hungry? May I interest you in some … onions?” “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 5**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ The dragon looks at the puny human and his offering, then bends down and takes a whiff. Then, quickly jerked his head back in terror and took off.“

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 6**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“As the dragon retreated back to the mountains, the villagers rejoiced at Allard’s commendable feat at warding off the dragon. Shortly after, a band of knights reached what’s left of Guthram to assess the situation.“

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 7**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Knight Leader: “Allard, I applaud your bravery, for you have accomplished something that no man in the Kingdom of Damarel was able. For your efforts, I entrust you this sword and this bag of coin, so that you may eliminate this evil creature.” “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 8**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard accepts the sword, and embarks on the quest to slay a dragon “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 9**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ In order to prepare for his journey, Allard starts to stock up on his traveling supplies. After packing the food rations, he sets off to a nearby town before entering the dragon’s lair. “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 10**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ After traveling 3 days on foot, Allard safely made it to the town of Groben. For the first night, he rested at the local inn. The next day, he heads off to the town marketplace to make use of the coin given by the knight. “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 11:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ While browsing the wares within the marketplace, he stumbles across a shriveled old homeless man clenching desperately on his walking stick. Looking like he’s on the verge of starvation, Allard decides to… “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Choice Scene 2**:

Layout: Choice UI

Here is the 2 choices (make a clickable text box for user to choose):

1. “ Offer the old man some food. ”
2. “ He’ll be fine. Leave him be. “

The buttons/boxes that are required for user to progress are:

* Choice box 1 (Jumps to **Result Scene 2a**)
* Choice box 2 (Jumps to **Result Scene 2b**)
* Restart
* Back (go back to the previous page)

**Result Scene 2a**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Taking some water and rations out of his grubsack, Allard handed it to the old man. The old man thanks him profusely. Unfortunately, a nearby pickpocket swept past our generous hero while he was distracted and dabbs away with his coin pouch. “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (Jumps to **Scene 12**)
* Back (go back to the previous page)

**Result Scene 2b**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Ignoring the old man, Allard proceeds with his shopping. While our hero shopped for his wares, a nearby pickpocket snatches his coin sack and dabbs away. With no coin to prep for his journey and no one to help him in this foregin town, our hero soon became destitute and abandons his righteous quest.“

The buttons/boxes that are required for user to progress are:

* Restart
* Next (Jumps to **Bad End 2**)
* Back (go back to the previous page)

**Bad End 2**:

Layout: Bad End

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Bad End ”

“ This is why we can’t have good things. “

The buttons/boxes that are required for user to progress are:

* Restart

**Scene 12:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ The feeble old man, feeling thankful and sorry for Allard, offers him his walking stick as reward. “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 13:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Old Man: “I am sorry for the misfortune that just occurred and I am grateful towards your kind actions. Please, take my last possession, this trusty walking stick, for your troubles.” “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 14:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard takes the stick from the old man. Miraculously, the stick emits a strong light and transforms into a wondrous magic staff. Shocked by what just happened, Allard looks at the old man, only to find that he had vanished into thin air. “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 15:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ After the strange occurrence, our hero continues with his shopping errand. As night falls, he takes out the staff and tests it out. Inscribed on the staff, it says “ut multum.”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 16:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ He chants the inscribed words and points the staff at a branch. In a blink of an eye, what was a branch became a pile of branches. He repeats this by casting the spell on other things around him. A rock became a mound of pebbles, a leaf became a mound of leaves, and so forth… The only thing that this staff cannot duplicate is living beings.”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 17:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Understanding the prowess of the staff. Allard puts away the staff and goes to sleep. Tomorrow, he will be off towards the dragon’s lair.”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 18:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“After the perilous journey, our hero has finally reached his final destination. The dragon’s lair stands in front of him. The entrance emits an ominous aura, warding off any who is not brave enough to step inside. ”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 19:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard: “Here goes nothing...” ”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 20:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ He cautiously enters the lair. The inside of the cavern appears to have been a dungeon made by humans, with dreary grey walls and lit torches lighting the path. After 30 minutes of traversing towards the center of the dungeon, a loud screech echoes throughout the dungeon.”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 21:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ From the darkness, a gigantic rat monstrosity appears, charging towards Allard. Swiftly, he reacts towards the oncoming threat by… ”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Choice Scene 3**:

Layout: Choice UI

Here is the 2 choices (make a clickable text box for user to choose):

1. “ Pulling out his sword ”
2. “ Pulling out his staff “

The buttons/boxes that are required for user to progress are:

* Choice box 1 (Jumps to **Result Scene 3a**)
* Choice box 2 (Jumps to **Result Scene 3b**)
* Restart
* Back (go back to the previous page)

**Result Scene 3a**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard quickly pulls out the sword given by the knight and slashes towards the foul creature. Fortunately, the blade was able to cut through the head of the beast off clean. “

The buttons/boxes that are required for user to progress are:

* Restart
* Next (Jumps to **Scene 22**)
* Back (go back to the previous page)

**Result Scene 3b**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard quickly pulls out his staff and tries to duplicate the torches on the wall to make a torch bonfire between him and the beast. Unfortunately, the torches only multiplied on the walls, offering no assistance to the current situation other than unnecessary heat. The hero was outdone by the rat monster in the end.”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (Jumps to **Bad End 3**)
* Back (go back to the previous page)

**Bad End 3**:

Layout: Bad End

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Bad End ”

“ Should have called pest control. “

The buttons/boxes that are required for user to progress are:

* Restart

**Scene 22:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard: ”Eugh, If only you’d stayed in the sewer.” ”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 23:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Our hero slowly regains composure and continues to wander deeper into the dungeon. ”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 24:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Along the way, Allard encounters many obstacles. This includes but are not limited to: man-eating plants, arrow traps, and an abundance of slimes, goblins, and rats. Finally, the tunnel comes to an end. What’s beyond the end of the tunnel lies a huge cavern pit. At the center of the pit lies the dragon in deep sleep.”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 25:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Our hero came prepared for this exact encounter, for he had purchased a lethal poison to be used against it. With poison in hand, Allard sneaks quietly down the pit and closes in on the defenseless beast...”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 26:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Just as he was about to pour the poison into the dragon’s gaping mouth, the dragon flashes open his eyes, looks at the trespasser, and lets out a thunderous roar.”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 27:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Caught off guard, Allard drops the poison flask and it shatters. The dragon rears his head back and prepares to belch out fire. Our hero runs for his life, but trips on a rock. His backpack came undone by the sudden jerk; causing the food, tools and other supplies to be scattered everywhere around him as he fell to the floor. With no chance of escape, he reaches out for ... ”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Choice Scene 4**:

Layout: Choice UI

Here is the 2 choices (make a clickable text box for user to choose):

1. “ his sword ”
2. “ his staff “

The buttons/boxes that are required for user to progress are:

* Choice box 1 (Jumps to **Result Scene 4a**)
* Choice box 2 (Jumps to **Result Scene 4b**)
* Restart
* Back (go back to the previous page)

**Result Scene 4a**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard clenches on to his trusty sword, swinging it aimlessly in front of him. The dragon is unamused by and releases the incinerating flame within his throat.“

The buttons/boxes that are required for user to progress are:

* Restart
* Next (Jumps to **Bad End 4**)
* Back (go back to the previous page)

**Bad End 4**:

Layout: Bad End

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Bad End ”

“ The quest may not be “well done”, but you are. “

The buttons/boxes that are required for user to progress are:

* Restart

**Result Scene 4b**:

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Allard clenches the staff, closes his eyes, and starts chanting the magic words at the speed of a rap god. Expecting the worst, he prepares himself for the ravaging heat, and starts to cry… only to realize that his eyes stings for some reason. ”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (Jumps to **Scene 28**)
* Back (go back to the previous page)

**Scene 28:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Our hero peeks out from his eyes, only to find himself on top of the huge pit, now filled to the brim with fresh onions. From the center of the onion pit protrudes the tip of the buried dragon’s wings. The dragon struggles helplessly as it lets out pitiful wails and flounders around.”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Scene 29:**

Layout: Default UI

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“ Seeing as the dragon is subdued, Allard packs his bags and leaves the dragon’s to its misery.”

The buttons/boxes that are required for user to progress are:

* Restart
* Next (to move on to the next textbox)
* Back (go back to the previous page)

**Ending Scene :**

Layout: Text wall

Here is the wall of text (copy and paste this into your html, leave out the quotes):

“

Word travels quickly within the kingdom after our hero returns from his journey. The people were thrilled to hear that the dragon is no more. Thanks to Allard’s heroic deeds, peace and prosperity returned to the Damarel. To commemorate, the king bestows Allard the title “The Onion Hero” and the kingdom passes down his tale for generations to come and cry about.

The End.

“

The buttons/boxes that are required for user to progress are:

* Restart
* Back (go back to the previous page)