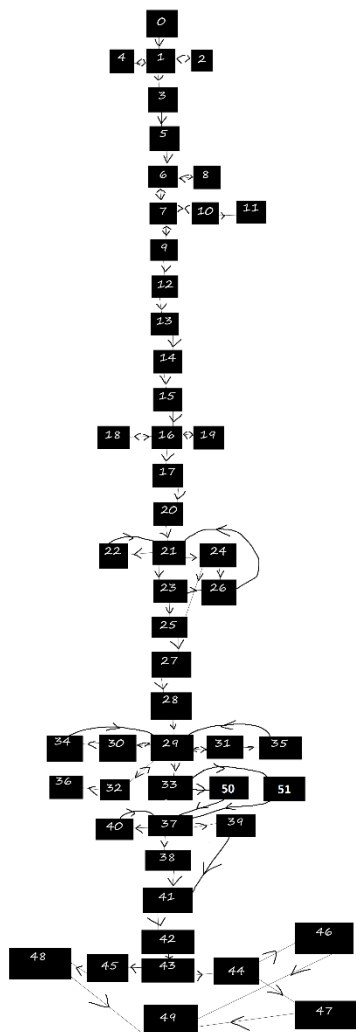


AINT151 Assignment Submission form

[Link to GIT repo:](#)

<https://github.com/Splitzy/AINT151>

[Narrative Diagram:](#)



[Narrative Branches:](#)

Setup:

-Character name

-Race: Human, Orc, Cat-Human hybrid
-Gender: Male, Female

Intro

index	0	
text	Your name is playerName and you are on a quest to find the mystical gem that can grant any wish you have. It's said to be hidden in the woods with the wizard that stole it from the king. You are only armed with a torch and you are ready to start your adventure and to bring back the gem to its rightful owner and from the nice reward money you'll get as well.	
choices		
	text	index
	Enter the woods	1

Woods - Entrance

index	1	
text	You stand in the entrance of the woods, as soon as you stepped into the woods you feel a sense of lingering danger around you... There are 3 paths in front of you, which one will you take?	
choices		
	text	index
	North Path	2
	East Path	3
	West Path	4

Woods - River

index	2	
text	You walk for only a few minutes until you see a river but however you quickly notice that this isn't a river... it's a rapid! You decide it's too dangerous to cross.	
choices		
	text	index
	Back to the entrance	1

Clearing

index	3	
text	You stand in a clearing and you notice a small and quaint cottage in the middle of you, the sun shines onto the house like it's a beacon of hope.	
choices		
	text	index
	Go to the cottage	5

Woods - Hole

index	4	
text	You walk for only a few minutes until you see a giant hole that looks like it's too big to jump across. You decide it's too risky to try jumping over it.	
choices		
	text	index
	Back to the entrance	1

Cottage - Door

index	5	
text	You walk up to the door and knock on it, someone opens it to reveal themselves as a blue human-like wolf. 'O hi there. You must be lost, come on in!'	
choices		
	text	index
	Come inside	6

Cottage - Living room

index	6	
text	You walk inside and sees a lovely and rustic interior of the cottage. 'Please sit down!' The blue wolf says. 'Feel free to look around if you want! Just not in my room though...'	

choices		
	text	index
	Go upstairs	7
	Go to the Kitchen	8

Cottage - Upstairs

index	7	
text	You walk up the stairs and into the corridor, you see the wolf's bedroom at the end of the corridor but you also notice the attic door slightly ajar.	
choices		
	text	index
	Go back downstairs	6
	Go to the attic	9
	Go to the bedroom	10

Cottage - Kitchen

index	8	
text	You enter the kitchen and as soon as you walk in, you smell something so delicious! 'Oh I'm cooking some roast beef with roast potatoes! With my own special gravy~!' The wolf responds.	
choices		
	text	index
	Go back to the living room	6

Cottage - Attic

index	9	
text	You open the attic door and climb up the ladder into the dusty attic, full of old stuff and spiders. You can also see a window looking out onto the backyard as well.	

choices		
	text	index
	Go to the window	12
	Go back to the corridor	7

Cottage - Bedroom

index	10	
text	You walk into the wolf's bedroom, you see a nice comfy bed and a lovely wooden chest by the foot of the bed.	
choices		
	text	index
	Go back to the corridor	7
	Open the chest	11

Cottage - Chest

index	11	
text	You crouch down and open the chest and uh... uh... It's best to ignore what you just saw.	
choices		
	text	index
	Go back to the corridor	7

Cottage - Window

index	12
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text	You walk up to the window and look outside. You see the other side of the woods but you notice a pile of dirt in the middle of the clearing with a shovel stuck in it.	
choices		
	text	index
	Go outside to check the dirt mound	13

Clearing - Dirt mound

index	13	
text	You leave the attic and the cottage as you approach the dirt mound. You wonder why there's a random dirt mound in the middle of the clearing. You notice a flock of birds fly into the woods as well.	
choices		
	text	index
	Dig the mound	14

Clearing - Hole

index	14	
text	You grab for the shovel and start digging, the blue wolf notices you outside while he was cooking and asks you what you were doing. "I'm trying to see what you buried down here, hopefully it's just a dead dog or something like that..." After what seemed like eternity, the ground suddenly gives and you find a underground tunnel system underneath the cottage. This must be the way out of here!	
choices		
	text	index
	Jump into the hole	15

Underground - Entrance

index	15	
text	Before you jumps in, the blue wolf stops you from doing so. "HEY! What do you think you're doing? You going to leave me behind???" The Wolf yells.	

	<p>"Wait? You want to come with me? Are you insane? It's dangerous out there! But if you must, I can't stop you from following me so...", I respond to him just before jumping in.</p> <p>You land in the middle of the tunnel which is big enough for 2 people.</p>	
choices		
	text	index
	Follow the tunnel	16

Underground - Crossways

index	16									
text	Before you go ahead, the wolf jumps down and quickly catches up to you. "Hey don't forget about me!", the wolf shouts at you in fear. You both start to head in the direction towards the heart of the woods. "And by the way, the name's blue." He mentioned to you as you head off into the tunnel. After walking in the tunnels for what seems like forever, you come across 3 different paths to go down.									
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Go down the left path</td><td>17</td></tr><tr><td>Go down the middle path</td><td>18</td></tr><tr><td>Go down the right path</td><td>19</td></tr></table>		text	index	Go down the left path	17	Go down the middle path	18	Go down the right path	19
text	index									
Go down the left path	17									
Go down the middle path	18									
Go down the right path	19									

Cave Town - Entrance

index	17			
text	<p>You choose to go down the left tunnel and both of you slowly go through the path which starts to get slightly smaller and narrower. After a few minutes of travel, all of a sudden the tunnel floor collapses beneath your feet and fall down to a hard rocky surface with a crash!</p> <p>You slowly get up with no injuries on your body but however, Blue has suffered a nasty injury on his leg. "Here let me help you!" You say to him as you as you put him over your shoulders, looking around your surroundings as you do. You noticed a man-made bridge over in the distance, looks like there might be a town down here in this murky cave system.</p>			
choices	<table><tr><td>text</td><td>index</td></tr></table>		text	index
text	index			

	Go across the bridge	20
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Underground - Dead End

index	18	
text	You choose to go down the middle tunnel but just as you were about to go down it, Blue points his torch at the tunnel. "Look it's a dead end. It's like whoever made this just gave up and went home."	
choices		
	text	index
	Return to the Crossways	16

Underground - Blocked Path

index	19	
text	You choose to go down the right tunnel. You and the wolf walk down it until suddenly the tunnel ceiling starts to crumble and collapse, you both run away as the right tunnel becomes blocked.	
choices		
	text	index
	Return to the Crossways	16

Cave Town - Bridge Guard

index	20			
text	Despite the heavy weight of the wolf over your shoulders, you manage to get to the bridge but however there's a guard in the middle of the bridge blocking your way into the town. You place Blue comfortably next to a pillar as you walk up to the guard to explain your situation. "No outsiders can enter the town unless they defeat me in combat. Either you beat me or you die. Your choice." The guard explains to you in a gruff voice. Looks like you have no choice but to fight him.			
choices	<table><tr><td>text</td><td>index</td></tr></table>		text	index
text	index			

	Fight the Guard	21
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Guard Fight - Start

index	21	
text	"Okay let's fight." you say as you raise your fists ready to attack. The guard pulls out his rather large sword and charges at you yelling! What do you do now?	
choices		
	text	index
	Dodge him	22
	Block his attack	23
	Do nothing	24

Guard Fight - Dodge End

index	22	
text	You decide to dodge his attack but however, the guard swiftly predicts that you'll dodge and kicks you off the bridge and falls to your death! Game over!	
choices		
	text	index
	Start the fight again	22

Guard Fight - Block his Attack

index	23			
text	You decide to block his incoming attack which is a flying kick, you try to counter attack him but however he quickly recovers and does a sweeping kick to knock you down. "ha.. you did well to block my attack but you're very unskilled. Prepare to die." He exclaims as he lifts his sword.			
choices	<table><tr><td>text</td><td>index</td></tr></table>		text	index
text	index			

	Roll out of the way	25
	Give up	26

Guard Fight - Do Nothing

index	24	
text	You do nothing as he does a flying kick to your chest, knocking you down instantly. "Haha, you're nothing but a wimp, prepare to die coward!" He exclaims as he lifts his sword.	
choices		
	text	index
	Roll out of the way	25
	Give up	26

Guard Fight - Roll out of the way

index	25	
text	You instinctively roll out of the way as he was about to plunge his sword. He stamps on your crotch to hold you down, this feels like it's the end of your journey as you look at Blue lying next to the pillar...	
choices		
	text	index
	Well... this is goodbye	27

Guard Fight - Sword in the chest

index	26	
text	He plunges his sword into your chest multiple times as you slowly bleed out and die. Game Over.	
choices		
	text	index
	Start the fight again	21

Guard Fight - End

index	27	
text	"STOP RIGHT THERE!" A voice bellows from the cave. The guard stops as he was about to finish the job when a bearded man comes from the town and walks up to the bridge. "You on the ground, come with me and bring your friend too. I'll talk to the guard later about all of this." He calmly says as he begins to head back to the town.	
choices		
	text	index
	Follow the mayor	28

Cave Town - Mayor's home

index	28	
text	You take the wolf with you to the bearded man's house. "Put him on the table right there." he says to you as you place the wolf down slowly. The bearded man pulls out a wand and casts a healing spell on Blue. "Wait a minute, are you the wizard from the legends?" You say in awe. He simply nods and explains his side of the story and how he created this town as a way to hide from the king. He also explains that he no longer has the gem as it was stolen by a group of bandits ages ago. "I can help you find it!" You say to him. He nods again and points you to the door where you need to go first.	
choices		
	text	index
	Leave the Mayor's Home	29

Cave Town - Town Centre

index	29	
text	You exit the wizard's house and you see a very lively and busy town despite it being in a middle of a cave. You notice a blacksmith, a nice restaurant near the edge and a small weapons store.	
choices		
	text	index

	Go to the blacksmith	30
	Go to the restaurant	31
	Go to the weapons store	32
	Leave the town	33

Cave Town - Blacksmith

index	30	
text	You enter the blacksmiths with the man in charge working. He looks very busy.	
choices		
	text	index
	Get some armour	34
	Leave	29

Cave Town - Restaurant

index	31	
text	You enter the restaurant and a waiter comes up to you and asks if you're looking for something to eat.	
choices		
	text	index
	Eat	35
	Leave	29

Cave Town - Weapons Store

index	32	
text	You walk up to the small weapons store and the man in charge greets you with a pleasant smile.	
choices		

	text	index
	Get a Sword	36
	Leave	29

Cave Town - Bridge

index	33	
text	As you're about to cross the bridge over, the guard stops you in your path but this time for a different reason. "Look I know you hate me for what I did but I was just following orders, I didn't realize you were going to help with our problem with the bandits. I know you're mad but I'm sorry... Do you accept my apology?" He puts his hand in front of you. Do you shake it?	
choices		
	text	index
	Head to the Bandit's hideout	37

Cave Town - Blacksmith (Armour)

index	34	
text	You ask the blacksmith to make you some armour and he agrees. After a while you come back to the blacksmiths to collect your armor but however when you grab it, it falls into pieces. You just realized that you've been scammed...	
choices		
	text	index
	Leave	29

Cave Town - Restaurant (Eat)

index	35	
text	You say yes as the waiter leads you to your table. After waiting for a bit, your food has arrived and it is delicious. It fills you up real good.	
choices		
	text	index

	<table> <tr> <td>Leave</td><td>29</td></tr> </table>	Leave	29
Leave	29		

Cave Town - Weapons Store (Sword)

index	36	
text	You tell the store owner that you want to buy a sword. After he gives you one, you play around with it but however, the sword flies out of your hands and falls down the cliffside. Whoops.	
choices		
	text	index
	Leave	29

Bandit's Hideout

index	37	
text	You approach the hideout and you notice two bandits standing outside of the hideout. It looks like you can sneak past them, do a surprise attack or wait it out.	
choices		
	text	index
	Sneak past them	38
	Wait for them to leave	39
	Attack them	40

Bandit's Hideout - Sneak

index	38			
text	You decide to sneak past them. You notice a crack in the cave wall as a way to sneak past the guards. You begin to squirm your way through the crack and once you get to the otherside, the guards have disappeared. Now it's your time to get inside!			
choices	<table><tr><td>text</td><td>index</td></tr></table>		text	index
text	index			

	Enter the Hideout	41
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Bandit's Hideout - Wait

index	39	
text	You decide to wait it out. You use a broken pillar as cover as you wait for the guards to leave their post. After a while, the guards notices and hears something and leave to investigate it. Now it's just chance to get inside.	
choices		
	text	index
	Enter the Hideout	41

Bandit's Hideout - Attack End

index	40	
text	You charge at them yelling like the bridge guard did before but however, they draw their bows and an arrow pierces your head killing you instantly.	
choices		
	text	index
	Start Again	37

Bandit's Hideout - Captured!

index	41	
text	You open the entrance door and all of a sudden, a bear trap gets set off and your trapped in it. The guards come back and wonder what to do to you. "Nah bring him to the leader, he must be looking for that gem we got in our possession! He can see it before he dies! hahahaha!" The guards ties you up and brings you inside.	
choices		
	text	index
	Continue	42

Bandit's Hideout - Leader

index	42	
text	They take me to a large room where the leader sits there waiting for me, to my surprise it's a red human-like wolf who looks similar to Blue. "So looking for this?" The red wolf says to me while holding the gem in his hand, "Well this will be the only time you'll ever get to see it. Time to die you son of a bi-" He gets punched in the face by Blue who managed to get in without being noticed. The two then have an angry conversation together where it seems like they know each other... You also notice that the ropes wrapped around you are weak.	
choices		
	text	index
	Break Free!	43

Bandit's Hideout - ESCAPE!

index	43	
text	You use every ounce of strength to break free from the restraints and quickly grab the gem from the red wolf's hands. "BLUE! RUN! NOW!" You shout at him as you run away from the leader's room. The blue wolf tells you how he managed to get in via the hideout walls. Looks like you have to ways of leaving this place.	
choices		
	text	index
	Escape via the Entrance	44
	Escape via the Hideout walls	45

Escape - Entrance escape

index	44	
text	You decide to go out where you came in, you and Blue run through the entrance and head off towards the bridge but however, red catches to you both. Blue shouts for you to throw the gem at him but you have other plans, what do you do now?	
choices		
	text	index

	Throw the gem to the Blue Wolf	46
	Keep it	47

Escape - Hideout's Wall escape

index	45	
text	You decide to go with blue and you head over the hideout walls. Once you escaped you notice a boat on a lake. "Look we can escape through there!" You shout as you and Blue run get in it and row towards the other side of the lake. The red wolf arrives too late and screams in anger, echoing across the cave.	
choices		
	text	index
	Get to the other side	48

Ending 1 - Bottomless Pit

index	46	
text	You throw the gem at Blue but however, red tackles blue as he grabs the gem and both of them fall of the bridge and down the bottomless pit. You collapse to your knees... you just lost your friend... he's dead...	
choices		
	text	index
	End	49

Ending 2 - Deja Vu..?

index	47	
text	<p>You stop running and shout "I wish I was away from all of this!!" Everything goes black...</p> <p>You open your eyes and you realized you must be daydreaming but it doesn't matter now. Your name is playerName and you are on a quest to find the mystical gem that can grant any wish you have. It's said to be hidden in the woods with the wizard that stole it from the king. You are only armed with a torch and you are ready to start your adventure and to bring back the gem to its rightful owner and from the nice reward money you'll get as well.</p>	

choices		
	text	index
	End	49

Ending 3 - Partners at last

index	48	
text	<p>You manage to reach the other side of the lake and promptly shout at Blue. "You know that red wolf!?"</p> <p>"Yeah I do, he's my brother. I used to be an adventurer with him but after he got that gem, it corrupted him and banished me from his hideout then I met you at that rotten cottage and that's when I knew that you would be the one to bring that adventure back into my life." You look down at the gem as you think about what to do next. "You know what, screw the gem. Let's go travelling together blue!" You exclaim as you throw the gem into the lake. You grab blue's hand and both of you walk together out of the cave, ready for a new life together as the adventuring duo.</p>	
choices		
	text	index
	End	49

End

index	49	
text	You completed A Wonder Into the Woods! There are 3 endings, can you get them all?	
choices		

Apology Accepted

index	50	
text	You firmly shake his hand, accepting his apology. You smile at him as you head off towards the hideout.	
choices		
	text	index

	Head to the Hideout	37
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Apology Ignored

index	51	
text	You ignore what you have to say to that brute and you head off towards the hideout with no haste.	
choices		
	text	index
	Head to the Hideout	37

Peer Reviews:

When talking about the story of the story this is what people had to say:

- “quite an interesting and well written story with multiple endings”
- “Good story. Simple and slightly weird.”
- “The story was written extremely well and was incredibly detailed with many options and everything supported with additional images and detail. On top of this the arc of friendship with other characters added an extra level of feeling which made the game more interesting and deep.”
- “Lots of well fleshed out story and some custom art. There are plenty of other images that look like stock images but they add to the feel of the game. There are also plenty of choices, however it feels very linear and most of the choices return you to the main path, some of them straight away. However I like that you can restart the fight with the guard, it means the game doesn't just end immediately and you can persevere.”
- “The story was interesting and had a good amount of options. However a few things took my out of the game like a Lenny face. I'd remove that.”

When talking about the implementation of the game, this is what people had to say about it:

- “while most of the game works well unless you enter in your own name the 'enter the woods' button wont work and there a quite a few points later on where the images wont load”
- “Everything worked as it should have, the only bug was that some images weren't loading near the end of the story.”

- “The game works well. Each option seems to work fine with multiple paths to follow. The story is well written for the most part but there are few grammatical errors here and there.”
- “The game works incredibly well with no bugs, the story was incredibly detailed and well explained which led to it being easy to follow through and fun to read. The story felt like it progressed as well so that led to it being good fun and interesting.”
- “No bugs in the story system however some of the images don't display around the combat section.”