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    output("I have a "); color("TV", "yellow"); output("!");

    narration("I am the narrator!");

    dialogue("gamer", "You are cringe", "red");

    output("Which path do you want to take? Straight[1], Left[2], Up[3]");

    newLine();

    int choice1 = userChoiceNumbered(3);

    int goNext = 0;

    while (goNext == 0)

General

**Setting**

Futuristic, Post-Apocalyptic Survival, Mokoko

**Theme**

Dark Fantasy (Monsters, Cum Gobblers etc)

**Goal**

To get from the East to the West coast, to sail to europe and survive the bombies

Basic Story

Player lives in Texas, somehow people are getting infected and start to continuesly suck dicks and bite them off. One day the Gov. Issues a whole bombing of the US to eliminate the Dick Eaters (Main Enemy)

**Endings**

You get points, based on how well you do, if you don’t get enough points, you miss the last boat, leaving you to die (and your dick gets sucked dry and cut off)

**Stating Point**

Nuclear war in the world. Mokoko doesn’t get informed, since it’s so far away. The explosion didn’t reach the island, but the radiation did. Combined with some Mokoko Seeds the radiation had some horrifying effects on humans, transforming them into monsters.

Legend

Main (Intro, Title, End)

Chapter (1, 2, 3…)

* For easy selection

Path (Shared or 1 bzw. 2))

* For differences in story paths

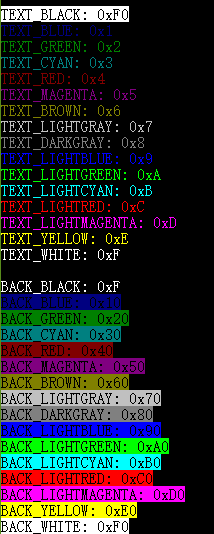
Scene

* Splits Path even further for saving capabilites

Objects

* Interactable Objects in Scene
* Template ( red is mandatory)

* 

Colors:

Story

Intro

Chapter Home

Shared Path

Your Room[1]

Objects

Object tv(1, "TV", "It's your old TV. Looks like can it can be turned on", false, "You turn on the TV, it's flickering and producing nothing but white noise. Suddenly, the news channel turns on.");

Keyword k\_**tv**(false, { "television", "tv", "tv!", "television!", "tv?", "television!" });

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You wake up.  
It’s still dark outside.   
You hear the damp sound of thick raindrops falling against your window. It’s the same as back then. Your mom has nightshift today and you are all alone. You can’t help but reminisce of the past. The day your father went to buy milk, but never returned.

It’s a painful memory. You can still remember the days after, you still had faith in him. Every day you and your mom peeked outside your unbelievably small, disgusting apartment, in hope that he would return. But he never did. After that your mom started coming home late.

The smell of used tissues fills your nose. It’s disgusting. You start to think about why your dad has left you. Maybe your bad hygiene made him reject you. You get out of bed and see your TV, maybe you can turn it on?  
“turn on TV”

Your Room[2]

Object waterbottle(2, "Water bottle", "Your favourite water bottle. The water looks so juicy right now. Your thoughts fill with the urge to drink from it", false, "You start jugging the water like crazy, gobbling down all of it as fast as you can. ");

Keyword k\_ waterbottle (false, { " waterbottle ", " waterbottle,", " waterbottle.", " waterbottle!", " waterbottle?", " bottle ", " bottle,", " bottle.", " bottle!", " bottle?" });

After a loud beeping sound and a bunch of white noise, the news channel turns on.  
You hear a female voice out of the telly  
“It is 10pm on this Saturday the 10th of March 2033, and you are watching Box NEWS”  
“After the recent oopsies in the Nuclear Plant right next to the BEWE-Markt, the whole country is getting evacuated. Due to the comically large amount of traffic, the amount of accidents on the highway skyrocketed. Mokoko is entering a crisis like it has never seen before. The reactor is assumed to self-destruct in a few hours and-“  
You hear a loud zapping as the TV abruptly shuts down.

Suddenly you start to faint. Your head is getting dizzy and black fills your vision. While your vision is fading, you reach for your water bottle which is conveniently placed right next to you.   
\*after drinking\*

It didn’t help your dizziness. You slowly start to tumble and fall to the ground. Right as you hit your head against the cold, hard floor, you lose your consciousness.

Main Part

Cellar

Shared Path

Cellar Room 1[3]

Objects

Object radio(3, “radio”, “It’s an old radio. Doesn’t look like it still works, but who knows?”, false, “You search for the on/off switch. After fondling it for a while, you hit the spot and turn it on. Luckily, the frequency is already perfectly tuned, and you start to hear a familiar voice.”);

Keyword radio(false, { " radio ", " radio,", " radio.", " radio!", " radio?" });

Object gascanister(3, “gascanister”, “A gas canister. It smells like diesel. While inspecting it, you hit it with your foot and a metal sound echoes out of it. Maybe you should check inside it”, false, “You open the canister and pour its contents out on the floor. With all the gas leaving the mechanism used to store car energy, there is also a key which makes a loud clinking sound as it hits the ground.”);

Keyword k\_gascanister(false, { " gascanister ", " gascanister,", " gascanister.", " gascanister!", " gascanister?", " canister ", " canister,", " canister.", " canister!", " canister?" });

Object key(3, “key”, “A key. It’s has the smell of a gas-station. No wonder since it just came out of a gas canister. “, true, “You put the wet and disgusting key into your pocket. You are sure it will come in handy!”);

Keyword key((false, { " key ", " key,", " key.", " key!", " key?" });

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\*an unknown amount of time later\*  
You slowly start to open your eyes. Your head is hurting like someone just blasted 10 hours of Deutsch-rap into your head. You take a deep breath. Immediately your lungs begin to sting and you feel the freezing air on your skin. You don’t know where you are, how you got there or what happened after you lost your grip of reality. As your eyes adjust to the darkness, you start to make out some objects in the room. A radio, a door, and an old gas canister.  
\*User Input\*  
\*Radio\*: “Hello Mokoko! This is your host (idk the name) and you are watching BOX NEWS. Today is the 9th of March 2033 and we got some serious news for all of you. Just a few hours ago, the workers in the MPP, also known as the Mokoko-Power-Plant, pressed the wrong button when trying to flush the toilet, which will lead to the complete destruction of our beloved island, Mokoko. Experts say, that placing the button to self-destruct right next to the flush of the toilet wasn’t the best idea. The Head of the MPP is conjecturing that our only source of energy is soon going to blow up and spread its radioactive seed all over the island, which will lead to the extinction of all live on Mokoko. Authorities are advising everyone to evacuate as soon as possible by heading to the Mokoko-liner, the only available ship able to save us all. There is enough space for all of Mokoko, but it will depart in 24 hours, so all of you who are listening, you better hurry up!”

The Radio turns itself off and you start contemplating what just happened. You know that a few unknown time-units ago you heard a broadcast with was dated(?) on the 10th of march. Did you just time travel? You now are more confused than you were before.

\*Door\*  
idk I need your help, the door is supposed to be locked so yea

\*gas canister\*

New Keyword  
à Userinput.cpp  
àKeyword define  
à Else if  
à define drink function  
à clear function  
àlook for

Userinput.h  
àdefine function

New Object

-> in init.h declare object, in init.cpp define Object

-> in userInput.cpp in “void lookFor()” add new line where the //specific keywords

-> in “void lookOptions(bool look)” add and rename things for description and interaction

-> in “void clear()” clear ONLY keywords (doesn’t matter which keywords, just put all of them in there)