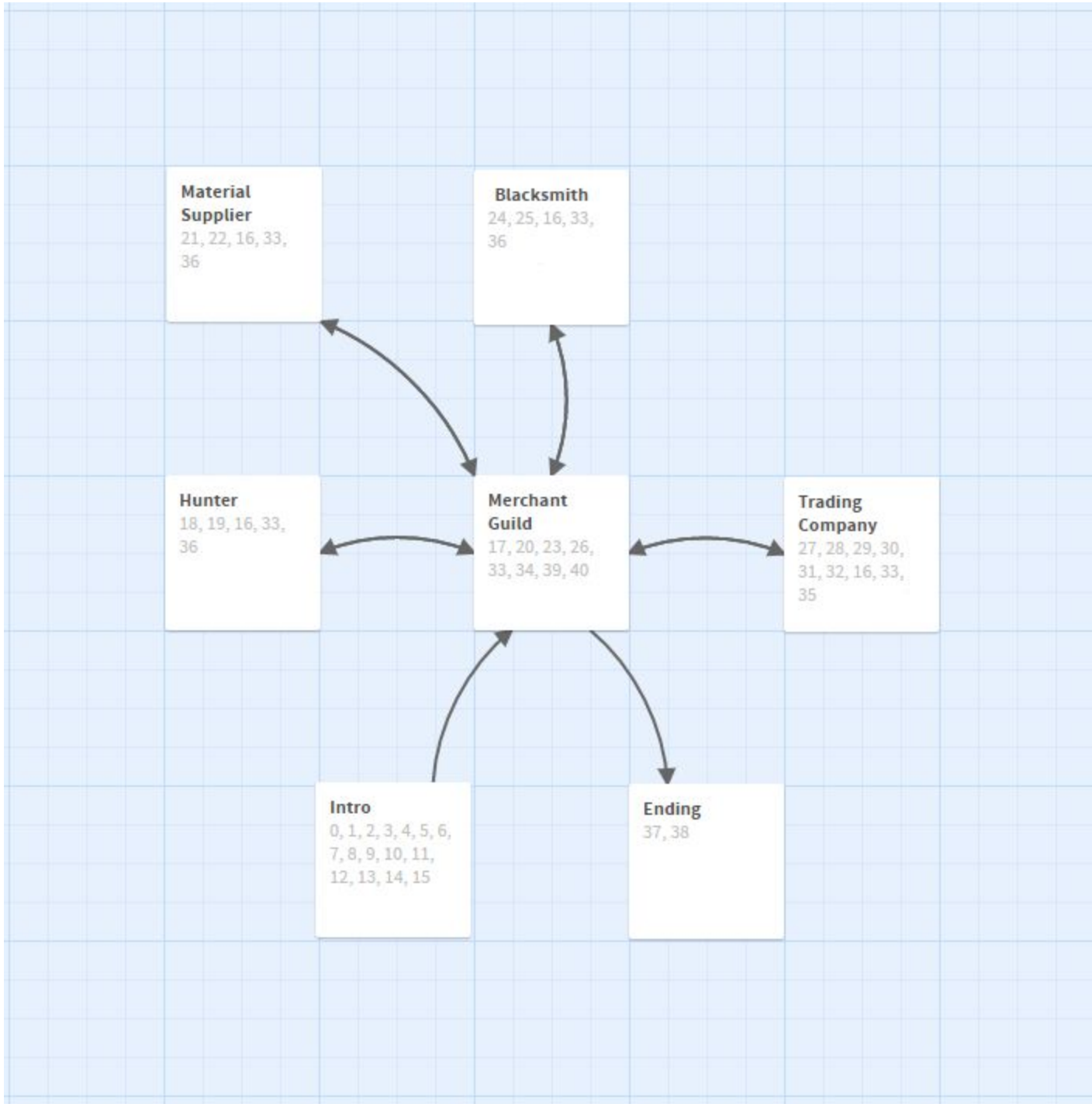


Trading Game - Narrative branch

GitHub Link:
 <https://github.com/TKCSeow/AINT151-10518788->



Intro

index	0	
text	You have always wanted to open your own shop. You have 300 Dauns to pursue the dream. Amass 10,000 Dauns in 30 weeks. First you need to register with the Merchant Guild	
choices		
	text	index
	To the Merchant Guild	1

Merchant Guild

index	1	
text	You walk up to the counter and talk to the man there. Man: You wanna be a merchant!? You'll need to prove you have the money to even get started.	
choices		
	text	index
	Show him your money	2

Merchant Guild

index	2	
text	Man: Ha! You just scrapped the minimum amount. Well, a pass is a pass. I'll sort out your membership. The man hands you your membership documents.	
choices		
	text	index
	Next	3

Merchant Guild

index	3	
text	Now you need a horse and cart to carry around your stock. Head over to the stables.	
choices		
	text	index
	To the Stables	4

Stables

index	4	
text	The stable master says he'll offer you 220 Dauns.	
choices		
	text	index
	Buy	5

Stables

index	5	
text	You paid 220 Dauns for the horse and cart. You head back to the Merchant Guild to register your horse.	
choices		
	text	index
	Next	6

Merchant Guild

index	6	
text	Your horse is now registered. You now need to purchase some goods. Head to the local farmer	
choices		
	text	index
	To the farmer	7

Farmer

index	7	
text	You can purchase goods from different types of suppliers. However, you can only make three purchase per week. Check the Prices list to see what the buy and sell prices of goods are at. For now, purchase Fruit & Veg which cost 20 Duans.	
choices		
	text	index
	Buy Fruit & Veg	8

Farmer

index	8	
text	Fruit & Veg purchased.	
choices		
	text	index
	Next	10

Merchant Guild

index	9	
text	Now you have some goods. You now need to sell them off. Head to the Trading Company	
choices		
	text	index
	To the Trading Company	10

Trading Company

index	10	
text	The Trading Company is where you can sell your goods. You can sell as many times you want each week, or not sell at all and sell at a later date. Here you will always sell at a profit but be careful, there are exceptions. Prices can fluctuate, meaning they can rise or drop. Check the Market News every week to make an informed choice.	
choices		
	text	index
	Sell Fruit & Veg	11

Trading Company

index	11	
text	Fruit & Veg Sold	
choices		
	text	index
	Next	12

Merchant Guild

index	12	
text	There is nothing left to do now. So rest up for the next week	
choices		
	text	index
	Rest	13

Merchant Guild

index	13	
text	Rested	
choices		
	text	index
	Next	14

Merchant Guild

index	14	
text	It is now the next week. Be sure to check on any price changes and the news. Remember, you don't have to sell every week.	
choices		
	text	index
	Next	15

Merchant Guild

index	15	
text	From now on you are on your own. You have 10 weeks to make 1000 Dauns to buy a shop license. Right now only the Farmer is available, more will be unlocked later.	
choices		
	text	index
	Next	16

Merchant Guild

index	16	
text	Where to next?	
choices		
	text	index
	Farmer	17
	Material Supplier	20
	Blacksmith	23
	Trading Company	26
	Rest	34

Farmer

index	17
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text	Farmer: How can I help?	
choices		
	text	index
	Buy Fruit & Veg	15, 36
	Buy Meat	19, 36
	Back	16

Farmer

index	18	
text	Purchased Fruit & Veg	
choices		
	text	index
	Back	17

Farmer

index	19	
text	Purchased Meat	
choices		
	text	index
	Back	17

Material Supplier

index	20	
text	Material Supplier: What do you need?	
choices		
	text	index
	Buy Wood Bundles	21
	Buy Ores	22
	Back	16

Material Supplier

index	21	
text	Purchased Wood Bundles	
choices		
	text	index
	Back	20

Material Supplier

index	22	
text	Purchased Ores	
choices		
	text	index

	Back	20

Blacksmith

index	23	
text	Blacksmith: Whatcha need?	
choices		
	text	index
	Buy Tools	24
	Buy Weapons	25
	Back	16

Blacksmith

index	24	
text	Purchased Tools	
choices		
	text	index
	Back	33

Blacksmith

index	25	
text	Purchased Weapons	
choices		
	text	index
	Back	33

Trading Company

index	26	
text	What to sell?	
choices		
	text	index
	Sell Fruit & Veg	27
	Sell Meat	28
	Sell Wood Bundles	29
	Sell Ores	30
	Sell Tools	31
	Sell Weapons	32
	Back	16

Trading Company

index	27	
text	Sold Fruit & Veg	
choices		

	text		index
	Back		26

Trading Company

index	28		
text	Sold Meats		
choices			
	text		index
	Back		26

Trading Company

index	29		
text	Sold Wood Bundles		
choices			
	text		index
	Back		26

Trading Company

index	30		
text	Sold Ores		
choices			
	text		index
	Back		26

Trading Company

index	31		
text	Sold Tools		
choices			
	text		index
	Back		26

Trading Company

index	32		
text	Sold Weapons		
choices			
	text		index
	Back		26

Merchant Guild

index	33		
text	Where to Next?		

choices		
	text	index
	Trading Company	26
	Rest	34, 37, 38

Merchant Guild

index	34	
text	Rested	
choices		
	text	index
	Next	16

«»

index	35	
text	Not enough stock	
choices		
	text	index
	Back	26

«»

index	36	
text	Not enough money	
choices		
	text	index
	Next	18, 19, 21, 22, 24, 25

The Dream

index	37	
text	You have opened a shop and now living the dream	
choices		
	text	index
	Finish	0

Maybe the Next Life

index	38	
text	You weren't able to open a shop. Maybe in a next life.	
choices		
	text	index
	Finish	0

Milestone One

index	39	
text	You have successfully earned 1000 Dauns. You have bought the rights to a shop license. You now need land to build your shop. There is an empty plot on the high street. You need 3000 Dauns to pay for it.'	
choices		
	text	index
	Next	16

Milestone Two

index	39	
text	You have successfully earned 3000 Dauns. You have bought the land to build your shop. You now need 6000 Dauns to build your shop. (Blacksmith now available)	
Next		
	text	index
	Finish	16

Market News

index	0
Headline	Early Winter
Article	Winter has come early in the North.

index	1
Headline	Harvest Festival
Article	Harvest Festival is next week. Demand for Fruit & Veg is to go up

index	2
Headline	Going Vegetarian
Article	It is forecasted that the Harvest Festival will caused a drop in demand of meat. Therefore, creating an abundance of meat supply'

index	3
Headline	Over Doing the Festivities
Article	This Harvest Festival will be bigger than expected. Fruit & Veg supply will be low.

index	4
Headline	Craving the Meat
Article	With the Harvest Festival over, it is expected that meat demand will be high and rise for the next three weeks.

index	5
Headline	Eating the Meat (or "Meating" as We're calling it)
Article	Meat demand has risen and still to keep rising.

index	6
Headline	Meating Continues
Article	Meat demand has risen and still to keep rising.

index	7
Headline	Meating Season Coming to an End
Article	Demand for meat is to return to normal next week.

index	8
Headline	A Quick Diet
Article	Fruit & veg Prices demand to rise, increasing prices. Why? Maybe because all of the meat that was consumed.

index	9
Headline	Quiet Week
Article	Prices to return to normal next week

index	10
Headline	No Changes
Article	Keep calm and carry on because nothing is happening.

index	11
Headline	Bringing in the Riches
Article	The discovery of rich sources of ores will lead to an increase in supply making them cheaper to buy. This will continue for the coming weeks.

index	12
Headline	Winter has Finally Come
Article	Wood prices are set to steadily rise for the next three weeks.

index	13
Headline	Rich no More
Article	Ore prices are to return to normal next week.

index	14
Headline	Season of Gifts
Article	It's the holiday season and luxury gifts like jewelry are expected to be in very high demand for a few weeks.

index	15
Headline	Stowing the Wood
Article	Demand of wood is to return to normal next week.

index	16
Headline	Hot Winter
Article	This Winter has been warmer than usual causing a abundance of wood supply. Buy prices are set to be low for a while.

index	17
Headline	Scandal Pending
Article	It has been discovered that jewelers have been purposely selling highly impure jewelry without disclosing that it is. Sell any ores you may have as they will become near worthless once this news reaches the public.

index	18
Headline	The Impure Jewels
Article	Ores demand has dropped and prices have lowered. This will continue into next week. Meanwhile wood supply is still high.

index	19
Headline	All Better
Article	Wood and ore prices will return to normal next week.

index	20
Headline	Did I Tell You There's a King?
Article	Well there is, and you live in a kingdom. Meanwhile the market remains stable.

index	21
Headline	The King's Jubilee Incoming
Article	The King's Jubilee is soon and in preparation craftmans are gearing up to produce their best works and will need new tools. This will go on for a few weeks with prices rising steadily.

index	22
Headline	Peaceful Times
Article	The Kingdom has been at peace for many years now. There couldn't be a better time to be alive. Supply for weapons are overflowing, buy prices are becoming low.

index	23
Headline	Tooling Up
Article	Demand for tools continues to rise. Though will return to normal the week after as the Jubilee is next week (pretty damn excited!).

index	24
Headline	Jubilee Horror!
Article	During the parade there was a assassination attempt on the King. The assassin was caught and it seems he came from the West. Tensions with the West has risen to alarming levels. War seems imminent.

index	25
Headline	Tensions Still High
Article	The West denies the assassination, investigations and talks continues.

index	26
Headline	Conclusions are Being Made
Article	While tensions remain high, a conclusion is soon to come.

index	27
Headline	The Truth Not Yet Revealed
Article	It turns out the assassination attempt was made by a Royal rebelist. The West had no involvement. Once the this news goes public weapons will become worthless. Sell them now!

index	28
Headline	The Truth Revealed
Article	The truth about the assassination has gone public, weapon prices has dropped and will be like this next week. The people are relieved there will be no war.

index	29
Headline	Stuck in the Mud
Article	Merchant are unable to sell weapons due to the large cost it will incur. Things are forecasted to return to normal next week.

index	30
Headline	It's a Pleasant Day Today
Article	The weather's good today and I'm sick of writing the news. Have a good day, I hope you enjoyed the read.

Peer Reviews

Note: A few spelling and grammar mistakes have been corrected, but the overall the reviews are untouched.

Review 1

Rate the basic implementation: 4

Justify your rating:

There were 2 bugs I noticed, 1 - wood bundle purchases and sales were labeled as fruit and veg, 2 - at the end of week 10 the game just stopped and wouldn't go any further. Overall very well implemented with few issues.

Rate the gameplay: 4

Justify your rating:

Quite repetitive, but nicely written commentary. Each of the storekeepers or people you spoke to had different personalities displayed through their speech. Once I was able to afford the tools, there is no need to buy weapons because the profit per sale does not go up and I can afford to buy more tools than weapons. Same issue with Wood bundles and ore. I expect this will change when the late game weeks are implemented. Art style is nice and the custom art for each store is a nice touch.

Give an overall rating: Silver

Review 2

Rate the basic implementation: 5

Justify your rating:

The game has no bugs for where it is currently at. It plays through very well and the story was incredibly well structured. It was easy to understand and allowed for the game to be played well.

Rate the gameplay: 5

Justify your rating:

There were a lot of mechanics that were added in extra which allowed for a deeper experience. In addition to this the story was written well and made the player want to get more money by chancing it and waiting to the next week to sell. Overall it is a really well made game which goes into a great level of detail.

Give an overall rating: Awesome!

Review 3

Rate the basic implementation: 5

Justify your rating:

Well implemented, encountered no bugs

Rate the gameplay: 4

Justify your rating:

Not much story but really fun gameplay based on a simple concept

Give an overall rating: Gold

Review 4

Rate the basic implementation: 5

Justify your rating:
Game works well, however, may be visually show a difference between an action and place to go

Rate the gameplay: 4

Justify your rating:
I like the top section informing the play about events which will affect the sell/buy rates.

Give an overall rating: Gold

Review 5

Rate the basic implementation: 5

Justify your rating:
No bugs, I didn't encounter any problems with the game.

Rate the gameplay: 3

Justify your rating:
It is well written and no spelling mistakes. I would love to see lighter colour for the background.

Give an overall rating: Silver