

Describe what you plan to do under each option in the Main Menu

Option 1 -- Interactive Game

- If this option is chosen, an interactive game will start. Throughout the entirety of the game there will also be a back button in the top left corner for the user to press to return to the main menu. This game is set in a medieval fantasy world where dogs have gained sentience and have taken over the world. The user will roleplay as a new human attendant to the temperamental Shiba Inu King. The game will go through one day of the user serving the king. The user will have to make appropriate choices to increase their goodwill meter. Luck will also play a part in the user's ability to increase their goodwill meter. At the end of the day, the user's fate will be decided by how high their goodwill meter is. Each subsequent part is separated by a choice that the user must make. The game will begin with instructions displayed to the user on how to play.
- **Instructions**
 - In this game, you will roleplay as the new attendant to the king. Throughout this game, you will be offered choices. When a choice is presented to you, hover your mouse over the desired option and left click once to select it. Your goal is to increase your goodwill meter as much as possible through appropriate choices to avoid execution. If at any time you wish to go back to the main menu, you may click the back button in the left hand corner, however your progress will not be saved.
- **Prologue:**
 - It all started when the Shiba Inus gained enough intelligence to be on par with humans. They were dissatisfied with their position as pets, as such they led other dogs to reach the same state as them and started a great war. The dogs won and the leader of the rebellion, a Shiba Inu, was crowned king.
- **Part 1**
 - The user is standing in a hallway. A dog dressed as a butler greets them and introduces themselves as Hachiko the head butler. Hachiko then asks the user whether they are the new attendant. The user will be presented with 2 choices: "I think you have the wrong person" (choice 1) or "Yes, I am" (choice 2). Choice 1 will lead to ending 1 while choice 2 will lead to the user successfully moving on to part 2.
- **Part 2**
 - As most people would be, Hachiko's mood seems to be slightly better after the user agreed with him. Goodwill meter randomly goes up by 1% - 5%. Hachiko then instructs the user to go change into a uniform then head to the King's bedchamber to wake him up. Before Hachiko leaves, he also warns the user of the king's temperamental nature. The

user is then presented with a choice between escaping (choice 1) and following Hachiko's instructions (choice 2). Depending on what the user chooses, they will progress to a different section of part 3.

- **Part 3 a)**

- Part 3 a) occurs if the user chooses choice 1. A random integer from 1 - 100 is generated. If the number is 100, user progresses to ending 2, else the user progresses to ending 3.

- **Part 3 b)**

- Part 3 b) occurs if the user chooses choice 2. The user is presented with 2 cards, each with a different uniform design on them. User's choice will not have any effect on the game. Both choices lead to part 4.

- **Part 4**

- User enters the king's bedchamber and must now wake the sleeping king. The user is presented with 3 choices: "sing a song" (choice 1), "tap his shoulder gently" (choice 2), "ignore him" (choice 3). Depending on which choice is selected the user will progress to a different section of part 5.

- **Part 5 a)**

- Part 5 a) occurs if the user selected choice 1. A random integer from 1 - 100 is generated. If the number is between 1 - 15, the king wakes up and finds your voice lovely, goodwill meter increases randomly by 5%-15% and the user moves on to part 6. However if any other number is generated the king wakes up and finds your voice to be atrocious, goodwill meter decreases randomly from 5%-15% and the user moves on to part 6.

- **Part 5 b)**

- Part 5 b) occurs if the user selected choice 2. Although the user tapped the king gently, when he wakes up he is enraged that you dared to touch him at all. Goodwill meter drops randomly from 15%-30%. User moves on to part 6

- **Part 5 c)**

- Part 5 c) occurs if the user selected choice 3. The user decides to ignore the sleeping king and instead focuses on tidying the chamber. While the user cleans, a maid comes in with a tray of breakfast for the king. The aroma wakes the king. An integer between 1 and 100 is generated. If the integer is between 1 and 35, the king is satisfied waking up to a nice breakfast and a clean room and goodwill meter increases randomly by 8% - 20%. If not, the king is angry that you touched his possessions without his permission and goodwill meter decreases randomly by 8%-20%. User then moves on to part 6

- **Part 6**

- The king then orders the user to go to the throne room and wait for him there. As the user walks through the halls, they see a fallen Hachiko picking up many scattered papers. The user must now pick between stopping to help (choice 1) or to keep going (choice 2).

Depending on which option is chosen, the user will progress to a different section in part 7.

- **Part 7 a)**
 - Part 7 a) occurs if the user selected choice 1. The user helps Hachiko gather papers and asks where the papers need to be. Hachiko responds with the king's study. Goodwill meter increases randomly by 10%-20%. As Hachiko and the user walk there, Hachiko offers to tell his story. User is given a choice between yes and no. Depending on which option is chosen, the user will progress to a different section of part 8.
- **Part 7 b)**
 - Part 7 b) occurs if the user selected choice 2. The user walks past a seemingly weary Hachiko. Goodwill meter decreases randomly by 5-10%. User progresses to part 9 b).
- **Part 8 a)**
 - Part 8 a) occurs if the user has chosen yes. Goodwill meter increases by 1-5% and Hachiko tells his backstory. User progresses to part 9 a).
- **Part 8 b)**
 - Part 8 b) occurs if the user has chosen no. Hachiko appears to be annoyed that young people these days aren't interested in what old dogs like him have to say. Goodwill meter decreases randomly by 5-10%. User progresses to part 9 a).
- **Part 9 a)**
 - Here if the user chose to help Hachiko, the king reprimands the user for being late and goodwill meter decreases randomly by 5%- 15%. The king declares that it is now time for him to listen to the petitions of his subjects and that you shall be choosing 3 petitions which he shall listen to. User progresses to part 10.
- **Part 9 b)**
 - The king declares that it is now time for him to listen to the petitions of his subjects and that you shall be choosing 3 petitions which he shall listen to. User progresses to part 10
- **Part 10**
 - The user will be presented with a set of cards 3 times. Each card will have an image and a brief description of the petition. The user must then select one of the cards, representing a petition, to present to the king. How the king feels about the petition will affect the user's goodwill meter. After all 3 selections are complete, user progresses to part 11.
 - Selection 1
 - Choice 1
 - The queen has poisoned one of your mistresses
 - If chosen, the king is outraged by this news, goodwill decreases by 10%
 - Choice 2
 - Rumors of a ghost haunting the west wing of the palace

- If chosen, the king seems scared by the news of ghosts, but that terror quickly turns to anger, goodwill decreases by 15%
 - Choice 3
 - The duke of Nottingham wishes to go hunting with him next week.
 - If chosen, the king is delighted at this news, goodwill increases by 10%
- Selection 2
 - Choice 1
 - The king's mother wishes to speak with him
 - If chosen, the king seems delighted, goodwill increases by 8%
 - Choice 2
 - The kitchen is requesting additional funds due to the king's large appetite
 - If chosen, the king seems a bit embarrassed which turns to anger, goodwill decreases by 10%
 - Choice 3
 - Serial murders in the red light district
 - If chosen, the king seems annoyed, goodwill decreases by 8%
- Selection 3
 - Choice 1
 - Rumors of a witch in the east district
 - If chosen, the king seems annoyed, goodwill decreases by 8%
 - Choice 2
 - The commoners want lower taxes
 - If chosen, the king is outraged by this news, goodwill decreases by 10%
 - Choice 3
 - The court painter has finished the requested portrait of the king
 - If chosen, the king seems delighted, goodwill increases by 8%
- **Part 11**
 - It is now the king's lunch time and the user must choose the menu. A logic problem is presented to the user and the user must deduce what the lunch menu should be. 9 numbered cards are displayed to the user and the user chooses 3. Depending on how many cards were correct, the user will progress to a different section of part 12.
- **Part 12 a)**
 - Part 12 a) occurs if 0/3 choices are correct. The king is disgusted by the food presented to him, goodwill decreases randomly by 20%-30%. User progresses to part 13.

- **Part 12 b)**
 - Part 12 b) occurs if 1/3 choices are correct. The king is mostly disgusted by the food, however there is one dish that he likes. Goodwill decreases by 8% - 15%. User progresses to part 13.
- **Part 12 c)**
 - Part 12 c) occurs if 2/3 choices are correct. Most of the dishes are to the king's liking. A random integer from 1 - 100 is generated. If the number is from 1 - 50 goodwill increases by 8%, else goodwill decreases by 5%. User progresses to part 13.
- **Part 12 d)**
 - Part 12 d) occurs if 3/3 choices are correct. Everything presented to the king is to his liking. The king enjoys his meal happily. Goodwill increases by 15%. User progresses to part 13.
- **Part 13**
 - It is now the king's "play time". The king has requested that the user pick an activity. User is presented with 3 options. "Watch a play", "go jousting", "take a nap". The program randomly selects one of them to be the correct option. This section is entirely luck based. If the user selects the same one as the computer, goodwill goes up by 10%, else goodwill decreases by 10%. User progresses to part 14.
- **Part 14**
 - The user's work day has ended. Hachiko approaches the user to tell them of their fate. If the user's goodwill is below 30%, the user progresses to ending 4. If goodwill is above 30%, the user progresses to ending 5.
- **Ending 1**
 - This ending occurs when the user has chosen to deny their role in this game. As the user was escorted out of the palace, just as they passed under a window, a maid accidentally dropped a flower pot. That flower pot then directly hits the user on the head, killing them instantly. This ending is a failure and the user is directed back to the main menu.
- **Ending 2**
 - This ending occurs if the integer generated was 100. In this ending, the user successfully escapes from the palace and spends the rest of their life working as a waiter in a restaurant. This ending is a success and the user is directed back to the main menu.
- **Ending 3**
 - This ending occurs if the integer generated was anything other than 100. In this ending, the user fails to escape and is mistaken for a trespasser and executed. This ending is a failure and the user is directed back to the main menu
- **Ending 4**

- This ending occurs if the user's goodwill is less than 30% by the end of the game. The king decides to execute the user, and no one likes them enough to stop him. This ending is a failure and the user is directed back to the main menu.
- **Ending 5**
 - This ending occurs if the user's goodwill is 30% or above by the end of the game. The king decides not to execute the user and the user survives the day. However it is unknown what tomorrow will bring. This ending is a success? User is directed back to the main menu

Option 2 -- Lesson

- This option, if chosen, will start a lesson to teach the user more about Shiba Inus. The lesson will include some history as well as proper care methods when raising a Shiba Inu.

Option 3 -- Quiz

- This option, if chosen, will start a multiple choice quiz based on the lesson.
- Where did the Shiba Inu originate?
 - Kanto
 - Chubu
 - Hokkaido
 - Shikoku
 - Kyushu
 - **Answer: Chubu**
- When did the shiba inu almost go extinct
 - 1812-1826
 - 1512-1526
 - 1912-1926
 - 1612-1626
 - **Answer: 1912-1926**
- When did the shiba's ancestors accompany the earliest immigrants to Japan?
 - 8 000 years ago
 - 6 000 years ago
 - 4 000 years ago
 - 9 000 years ago
 - **Answer: 9 000 years ago**
- At minimum, how often do you have to take them outside?
 - Once a month
 - Every other day
 - Twice a day
 - Once a week
 - Once a day

- **Answer: Once a day**
- What type of dogs are Shiba Inus?
 - Very bitey dogs but do not make you bleed
 - Very soft dogs that don't bite at all
 - Very bitey dogs that give you deep cuts and make you bleed
 - Very soft dogs that only bite furniture or toys
 - Very bitey dogs that only bite specific people
 - **Answer: Very bitey dogs, but do not make you bleed**
- What personality do most Shibas have?
 - They are very clingy and love cuddles
 - They like a good amount of space but a lot of hugs
 - They like their personal space and not a lot of cuddles or hugs
 - They are very clingy but hate cuddles
 - They love cuddles only from their owner
 - **Answer: They like their personal space and not a lot of cuddles or hugs**
- When do their teeth tend to start changing from baby to adult teeth?
 - 1-2 months old
 - 3-4 months old
 - 4-5 months old
 - 5-6 months old
 - 6-7 months old
 - **Answer: 5 - 6 months old**

Option 4 -- Quiz Results

- This option, if chosen, will display the results of the quiz in option 4.

Option 5 -- Quit

- This option, if chosen, will display a thanks to the user for using this program, then display a citations and credits page for 15 seconds before closing the window.