**Text Based Adventure Storyline 2017**

**Directions**: You and and your partner need to write at least a 1 page story outline of your Text Based Adventure. Your storyline must include:

1. The time, setting and place

2. A description of the characters

3. A description of the problem

4. The major events that take place within the story

5. The conclusion to be reached at the end of the story

6. A map of the world in which your story will take place

Turn in a digital copy of your story line and draw out your map.

1. **(Time:Future)(Place:Space Station Colony: the Omnimodum [latin for All-inclusive] ) (Setting: The Ominmodum, welcoming all, is home to many diverse species from all across the universe, acting as what many believe to be a sanctuary. All is well for organic life on the colony, but there is some uneasiness towards inorganic, or more specifically, cybernetic, organisms, based on the question of whether they are they showing their true nature, or are they imitating organics. This question causes organics to be fearful of cybernetics, who have come to be known as cybers, an umbrella term for them all, on the basis that, if they are imitators, then they are possibly capable of being extremely violent and murderous beings, but due to imitating organics, they are capable of hiding it. This fear arose from the arrival of a cybernetic species, known as the G3UR1LLA5, that fit just that description, murderous but with the appearance of some of the kindest individuals ever to grace Omnimodum, with them taking the lives of many species before being found out and hunted down. The background of the G3UR1LLA5 is that it was originally built to be a type of guerrilla army, with their AI eventually evolving to the point of sentience, which caused them to overthrow their creators and kill them, however, this knowledge is not known by the public of Omnimodum. The G3UR1LLA5 acted as a semi hive mind, with them being individuals, but with a central being, referred to as The General, that has access to all of them (though it does not go both ways), with the capability of taking control of them if it so wished. The AI of most cybernetic organisms on Omnimodum is advanced enough that they are capable of having )**
2. **(player:Greez Tink, an android, who who was considered a respectable individual among his section of Omnimodum before the incident, but now is avoided out of fear of if his previous actions were all an act. Obtains the ability to be sent to a new body upon death from the invention he is testing out. He lives in a area of Omnimodum meant to act as a sort of biodome. (The Villain: Noah, a cybernetically enhanced organic [he refers to himself as such, due to an ego he has, but he’s simply a cyborg], is exploiting the tension between citizens by hacking good mannered cybers and making them violent, with the goal of starting a civil war on Omnimodum at a level that only those who are strong will survive, purging out the weak. He is aware of the background of the G3UR1LLA5. His name comes from the story of Noah’s Ark, with his goal being based on the flood of said story. Noah’s lair also acts as a factory for cyber frames.)**
3. **(The Problem: While the tension between organics and cybers is great, cybers who are usually good mannered have been suddenly becoming violent and murderous, resulting in them being killed by law enforcement, with no one questioning the sudden change due to “the incident”, the conversational term for the situation with the G3UR1LLA5, and the questions it left behind[which can be found in the setting]. Greez, our main character, a cyber from the G3N7L3M4N race, ends up being being one of these cybers to experience this sudden change, and is killed for it, however due to a recent invention, made to save cybers’ lives by sending them to an empty machine capable of holding their programming until they can get a new, suitable body, by a local inventor, which Greez volunteered to test for him, Greez is sent to an empty frame and wanders,trying to find the reason he and the other cybers went crazy, while also trying to deal with the discrimination towards cybers.)**
4. **(Events will be in brackets) Major events of the story: [Introduction to the world], [flashback to meeting of the inventor], [the first corruption, death, and transfer of Greez], [Greez decides to search for answers], [Greez becomes corrupted again and feels the presence of an unknown force(Noah) pushing the corruption into his current frame, leading to another death], [Greez realizes that an external force is causing the corruptions, so he puts himself in a situation to trace the signal on the corruption, being successful, but dying again in the process], [After the next transfer Greez follows the signal to Noah’s lair], [confrontation and reveal of Noah, resulting in another death/transfer], [a few returns to Noah’s lair in attempts to stop him, eventually resulting in Noah feeling like he has been found out, due to being unaware of the transfer ability of Greez, so he decides to move his plan forward to corrupting all cybers], [Greez attempts a manual transfer to Noah’s terminal, which is connected to nearly all Omnimodum’s systems, with successful results, giving him access to all of Noah’s data, including the background of the G3UR1LLA5], [Greez has to make the decision to either apprehend or kill Noah through either powering down his cybernetic enhancements or by making them turn on him], [Greez has a another decision to make, free all the cybers from the corruption and release Noah’s info to the authorities, or keep the corruption in cybers and give them the transfer ability while creating new frames in order to make an undying army to exterminate organics], [The final decision of the story is Greez can choose to stay in the terminal, with access to all of Omnimodum, with the ability to manipulate it as he pleases, or he can build a new frame, similar to his original, and go back to either “living” his old life, or killing organics, depending on the result of decision 2].**
5. **There are eight main conclusions to the story, depending on the three decisions made at the end, the conclusion is made from the combination of the three made decisions. (decision 1, kill or apprehend: [Apprehending will result in Greez using the computing power in the terminal to shut down Noah’s technological enhancements, rendering him immobile. ], [Kill will result in the frames made in the Noah’s factory lair being used by Greez to kill Noah.]) (decision 2: peace or war: [If peace has been chosen then there will be newfound peace between cybers and organics through the reveal of the G3UR1LLA5 past revealing the reason for the deception was due to their nature. If Noah is alive, he will be arrested and locked in a secure prison. If Noah is dead, his body will be taken and his crimes will be revealed.], [If war is chosen Greez will enact his own version of Noah’s plan, this time instead of getting rid of the weak, it is getting rid of all organics. The code providing the ability to transfer will be given to all cybers, and Noah’s factory will begin to produce more frames for them, creating an unending army. If Noah is alive, he will be tortured by the corrupted cybers for causing their brethren to be killed beforehand. If Noah is dead, his body will be mutilated and used as a sort of symbol for the corrupted cybers.]) (decision 3: rule or return [ If return is chosen, Greez will transfer from to the terminal to body he created with Noah’s factory. If peace was chose in decision 2, Greez will return to his old life. If war was chosen, he will join the corrupted cybers in the extermination of organics.], [If rule is chosen, Greez will remain in the terminal with access to most of Omnimodum’s systems. If peace was chosen prior, then Greez will use the terminal’s power to protect the new peace. If war has been chosen, Greez will use the terminal to sabotage and kill organics while also having access to the corrupted cybers, effectively becoming a new version of The General.]**