

Crossroads of Fates

- Choice A: Go to College (leads to pages about academic challenges and opportunities)
 - Main College Page
 - Choose a Major: The reader can choose between different majors, each leading to unique challenges and stories
 - Engineering: Challenges with tough courses, opportunities for internships, innovations, and tech competitions.
 - ENDING: After graduating with honors, you land a prestigious job at a leading tech company. Looking back at your college years as a time of intense growth and learning, realizing that the grueling hours and challenging projects prepared them for making significant technological advancements.
 - Arts: Explorations of creative expression, gallery exhibitions, and interactions with influential artists.
 - ENDING: you became an acclaimed artist, known for their unique style that reflects the diverse influences they encountered in college. They remember their college years as a period of exploration and self-discovery, which helped them find their voice in the art world.
 - Business: Networking events, startup competitions, and practical business challenges..
 - ENDING: After a series of successful ventures sparked by your collegiate entrepreneurial

activities, you became a well-respected figure in the business community.

- Join a Club: This could branch into different social experiences and networking opportunities.
 - Debate Club: Develop skills in argumentation, participate in tournaments, and face moral dilemmas on controversial topics.
 - you missed club meets and got kicked out
 - Sports: Experience teamwork, competition, and personal growth through sports.
 - you got hit in the leg while playing baseball and could never walk again
 - Volunteer Work: Explore selflessness, community impact, and the reality of societal issues.
 - you tripped off a step and fall down the stairs while cleaning in the community.... yeah tuff one
- Study Abroad Option: Offers a path that explores international experiences and their impact on the protagonist.
 - Adapting to a New Culture: Challenges and humorous encounters with language barriers, local customs, and cuisine.
 - you tried some international food and it was so good you decided to stay
 - International Friendships: Stories of friendship, support, and learning from diverse perspectives.
 - No one wants to be your friend
 - Global Perspective: How this experience shapes their worldview and career aspirations.
 - you were too busy studying and never went out of your room

- Choice B: Travel the World (leads to pages about adventures and cultural experiences)
 - WHOMP WHOMP YOU DIED IN A PLANE CRASH
- Choice C: Start a Business (leads to pages about entrepreneurial challenges and successes)
 - START A TECH BUSINESS
 - You went bankrupt since 65.3% of company fail in the first 10 years, you didnt make it....
 - START A BAKERY
 - You went bankrupt since 65.3% of company fail in the first 10 years, you didnt make it....
 - START A WEB 3 COMPANY
 - You went bankrupt since 65.3% of company fail in the first 10 years, you didnt make it....
 - START A GAMING COMPANY
 - You went bankrupt since 65.3% of company fail in the first 10 years, you didnt make it....
 - START A *WHATEVER* COMPANY
 - You went bankrupt since 65.3% of company fail in the first 10 years, you didnt make it....
- Conclusion Page
 - THANKS FOR PLAYING :D