

Fame, Fortune, Felonies?: Narrative Paths and Ending Outcomes

Logistics:

When creating my choose-your-own-adventure game, I realized the goal wasn't about "winning," it was about the experience. *Fame, Fortune, Felonies?* is about stepping into a life unlike your own, making choices, having fun, making mistakes, and laughing. I designed six unique endings, five of which can be reached through different paths, and one that acts almost like a hidden easter egg for players who dig a little deeper. I felt six endings was a perfect number, enough to have variety, but not so many as to cause logical confusion.

End 1: Uh Oh...

End 1 is the Easter egg ending, accessible only through one specific path. It's meant to be a bit of dark humor. Ayla decides to hitchhike to her audition, but picks the wrong car and ends up with a serial killer. The silver lining? She becomes famous in her own way... by starring in a true crime documentary years later. I placed this ending early in the game as a kind of "slap in the face," forcing players to restart if they want any real gameplay. It's intentionally silly, a little frustrating, and hopefully brings a fun aspect before restarting the game.

End 2: America's Favorite (The #1 Actress)

If any ending could be considered the "winner," it would be this one. In this outcome, Ayla gets her big break and becomes a beloved Hollywood star. The choices made throughout the game lead to her success; she's celebrated, admired, and remembered alongside the greats. She earns a star on the Walk of Fame and becomes America's favorite, achieving the fame and fortune she set out for.

End 3: Go to Jail Free Card

This is one of the more lighthearted and easily accessible endings. Make a bad decision, yell at the wrong person, get too drunk, or accidentally offend the wrong celebrity, and Ayla ends up in jail. It's a humorous take on realistic consequences for the kind of outlandish actions players might try during gameplay. This ending adds fun chaos and reminds players that every choice has its price.

End 4: Loser! Go Home!

This is the most common ending. If Ayla runs out of money, makes a poor (but not criminal) decision, or embarrasses herself too much, it's time to board the plane back to the Midwest. This outcome also serves as a frustrating consequence of early choices, like turning down a job, and highlights how small decisions can have lasting effects throughout the gameplay.

End 5: America's Favorite, Maybe to Some? (The #1 OnlyFans Model)

This ending is more than just humorous, I included it to reflect a certain realism. From what I've seen of influencers on social media, many who come to Hollywood chasing dreams of acting or singing eventually pivot to platforms like OnlyFans. While the ending is meant to be playful, it also highlights the challenging and often unpredictable nature of the entertainment industry. It can be reached by networking with the right people or accepting a last-minute gig just to make rent. If Ayla stays in the game and keeps up with the business, she might still make it big, but it's not the path she originally imagined.

End 6: B- Rated TikTok Dancer, Yay?

This ending is reached by making more neutral, middle-of-the-road choices, not quite great, but not terrible either. Ayla manages to impress some people, though not necessarily the ones she was aiming for. Follow this path, and she might just end up dancing to the latest viral TikTok sound. It's a reflection of partial success, still in the spotlight, but not quite where she hoped to be.