Updated Narrative Index

The following image is my updated narrative index for my completed game.

Welcome

Index	0
Text	Our tale begins in the Kingdom of Atherol, in the ancient plane of Oshma. The intimidating city is under a strict dictatorship by the sinister king Opeth Demonblood. The king routinely torments the people, subjecting them to needless executions in a variety of ways. And now, the king has decided that it is your turn to meet the chopping block. You must escape from your cell and defeat the evil ruler, freeing the people once and for all! Are you up for the challenge?
Choices	

Text	**Index**
Yes	2
No	1

Choose Against Challenge

Index	1
Text	You chose against the path of fame and glory, and instead decided to patiently wait for your immolation in your cell. Play again? (Originally intended to be an alternate storyline involving the sewers, but was never implemented in the website)
Choices	

Text	**Index**
Yes	0
No	99

Cell

Index	2
Text	You are in your cell. It is cold and dark. Outside of the bars you can see a dark room and several other cells. In the middle of the room, there is a variety of torture equipment laid out on the table. On the floor of your cell there is a wooden bucket and a dirty rag on the floor.
Choices	

Text	**Index**
Investigate the bucket	3
Investigate the rag	4
Investigate the cell door	5

Cell – Investigate Bucket

Index	3
Text	The sides of the wooden bucket seem to be splintering. You hear the screams of another prisoner as he is taken into the execution room.
Choices	

Text	**Index**
Break off splinter	6
Back to cell	2

Cell – Investigate Rag

Index	4
Text	The rag is nothing but a thin, worn cloth. On lifting the rag up, you find that it is concealing nothing.
Choices	

Text	**Index**
Back to cell	2

Cell – Investigate Cell Door

Index	5
Text	The door is nothing but a series of metal bars. It is locked shut with a keyhole on the outside. There is no one in the dungeon.
Choices	

Text	**Index**
Back to cell	2

Cell – Open Door

Index	6
Text	You reach your hand through the bars of your cell and dextrously use the broken off splinter to pick the lock. With a bit of luck, it finally opens.
Choices	

Text	**Index**
Go to dungeon	7

Dungeon

Index	7
Text	The dungeon is dark and miserable. There are three other cells, all of which are now empty. You find your equipment in a box outside your cell.
Choices	

Text	**Index**
Go through north door	8
Go through east door	9
Go through south door	10

Execution Room

Index	8
Text	You are now in the execution room. To save some time, the guards decide to execute you there and then.
Choices	

Text	**Index**
Attack!	11
Retreat!	7

Hallway

Index	9
Text	You are in a long hallway. It is dark and empty. You hear some footsteps approaching. There are doors all around.
Choices	

Text	**Index**
Go through north door	12

Sewer

Index	10
Text	You have found your way into the sewer. Surrounding you are a plethora of tortured bodies; some without heads.
Choices	

Text	**Index**
Go through west door	13

Attack!

Index	11
Text	(Attack text is different depending on class. The player wins the battle in different ways, possibly taking damage.)
Choices	

Text	**Index**
Go through east door	12
Go through west door	7

Main Hall

Index	12
Text	You have found your way into the main hall! The king is sitting at his throne, but he hasn't noticed you!
Choices	

Text	**Index**
Attack!	14
Retreat!	9

Escape

Index	13
Text	You have managed to escape through the sewers! The king is sitting at very much alive, however. Get back in there! Play again?
Choices	

Text	**Index**
Yes	0
No	99

Showdown

Index	14
Text	You run at the Demon King but he quickly notices you and grabs you in his hand. You can sacrifice yourself and cast a forbidden spell, killing the dictator and yourself, or you can escape and run away alive.
Choices	

Text	**Index**
Sacrifice	15
Escape	16

Sacrifice

Index	15
Text	You cast a massive area of effect spell, vaporising everyone in the great hall, including yourself. The peace has been restored, and now the people can live freely once again. And that is the end of my awful story. I'm so sorry. Play again?
Choices	

Text	**Index**
Yes	0
No	99

Escape

Index	16
Text	You manage to escape the grasp of the demon overlord and flee from the scene. You saved yourself, but will forever be remembered as a coward. And that is the end of my awful story. I'm so sorry. Play again?
Choices	

Text	**Index**
Yes	0
No	99