Group 2 - Knight's End Flowchart

START

Zone 1: NPC Home

Zone 2: Town Square

Meat acquired.
Return to Zone 2:
Town Square

Give Ring as Payment

How would you like to
acquire some meat?

Fight Dog

You win fight.
Dog dies.
You find your way out
of the cemetery.

Dog wins fight.
Protagonist dies.
End of game (FAIL)

Dog attacks you.
What do you do?

Zone 4: Cemetery

Go to Cemetery

Where would you like to go
next?

Go to Butcher's

Zone 3: Butcher

Gives meat to dog

Protagonist survives.
Dog shows way out
of the cemetery

Zone 5: Dark Forest

The forest isn't
illuminated.
Protagonist is
ambushed by
enemies, at a
disadvantage (enemy
attack stronger)

Doesn't Light
a Fire

Would you like to light a fire?

Lights a Fire

The forest illuminates.
Protagonist relaxes,
and is then
ambushed by
enemies

Protagonist loses
fight & dies. End of
game (FAIL)

Loses Fight

Fight
Outcome

Fight
Outcome

Loses Fight

Protagonist loses
fight & dies. End of
game (FAIL)

Wins Fight

Wins Fight

Protagonist wins fight.
Enemies die.
Finds Cave

Zone 6: Cave
Discover Final Boss

Protagonist wins fight.
Enemies die.
Finds Cave

Protagonist loses
fight & dies. End of
game (FAIL)

Loses Fight

Final Boss
Fight

Wins Fight

Protagonist wins fight.
Boss dies.
End of game (WIN)