

BABAYAGA

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SCENE 1



Opening Scene

The player finds themselves as a witch called Baba Yaga within a big forrest that looks like it was once a village.

SCENE 2



As you explore the forrest it becomes known to you that you are not alone here. You are told there are multiple critters that reside within this forest and some of them may be willing to help you, some may not.

SCENE 3



You run into your first helpful critter, he seems scared of you but you are sure he will warm up. He suspiciously looks like part of a house, maybe he will help you build your home.

SCENE 4



You have caught your first helpful critter, the Corresponding part of the house has been built now that you have caught this critter. When catching the critter, you must use a potion that has been created by Baba Yaga.

SCENE 5



Now that this part of your house has been built, you can see that the progress bar along the top of the interface has filled a little bit. When you go back to the area of the map that contains the construction site, you will see that part of your house built.

SCENE 6



When your house is completely built and you've got all of the critters on the map, you have completed the game. Baba Yaga now has a home that she can live in for the rest of time.