**Milestone 1 - Adventure Game Outline: Creating a Narrative**

For the first milestone, you will need to create your narrative for your adventure game. This will be a story to keep the player entertained. You may choose from any genre. Maybe you are a fan of mysteries, sci-fi, maybe a fantasy story, or choose something closer to real life.

**EXAMPLE**

**Story genre:** Fantasy

**Story Location:** Narule

**Character background (player):** A young traveler looking for an opportunity to be a hero

**Game Objective/Actions:** Travel the land, visit new villages and settlements, talk to people, and learn about the dark shadow cast upon the land.

**Outline five chapters:**

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| Chapter 1 Intro | **"It was a cold night, and the rain swept in from the west with a ferocity known only to the gods"** |
| Scene | **Player comes across a town; locals tell of a disruption to the north** |
| Player Actions | **- interact with locals (find out information)**  **- take on tasks (gets money/supplies)**  **- stay (rests at inn)**  **- search the north (moves on to Chapter 2)** |

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| Chapter 2 Intro | “The northern route was shrouded in fog. The only sound was a loud pounding in the distance.” |
| Scene | Player comes across an ogre |
| Player Actions | - fight (dies or wins; if player wins, player receives a key)  - run north (moves on to Chapter 3)  - run south (loops back to Chapter 1) |

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| Chapter 3 Intro | “A gust of wind cleared the fog just in time. What remained was an abyss, echoing the pounding.” |
| Scene | Player comes across a ledge. |
| Player Actions | - look for a way to cross (finds nothing)  - look for a way to descend (finds a narrow set of stairs)  - walk along it towards the east (runs into another ogre)  - walk along it towards the west (gets bitten by a snake and dies)  - go back south (Chapter 2 if the ogre wasn’t cleared; Chapter 1 if it was) |

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| Chapter 4 Intro | “The stairs snaked back and forth endlessly. The pounding grew louder and louder.” |
| Scene | Player reaches a cave |
| Player Actions | explore the cave (player finds the pounding coming from a small box; gets option to open it if ogre was defeated earlier; if chest opens continue to Chapter 5)  go back up the stairs (returns to Chapter 3) |

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| Chapter 5 Intro | **"There was a bright light, then darkness. The sound ceased."** |
| Scene | **Player wakes up at the inn, confused** |
| Player Actions | **interact with locals (find out information)**  **take on tasks (gets money/supplies)**  **stay (rests at inn)** |

**YOUR TURN**

**Story genre:** Fantasy

**Character background (player): A thief just walking about when he spots something he likes**

**Game Objective/Actions: you are in a vast wide expanse world with mountains swamps and anything you can find in the cold region. You are a thief in this world and you go around and take anything that might be useful in your travels be it weapons armor or other items.**

**Outline five chapters:**

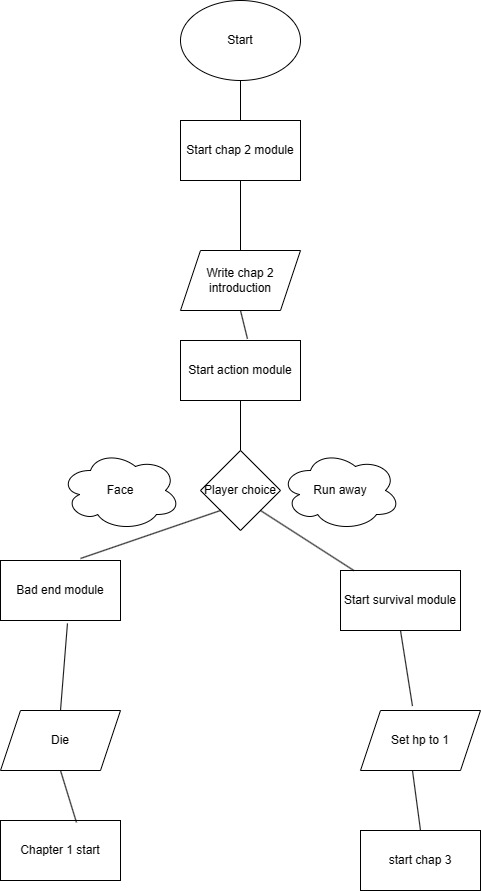
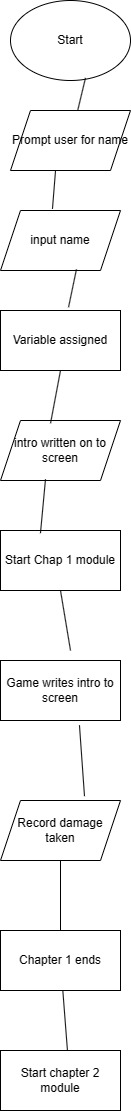
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| Chapter 1 Intro | **“ I am walking on snow that never seems to end. The cold winds howl at you as if to envelop you more in its domain.”** |
| Scene | **Thief is walking around the snow trying to get a place that is not cold.** |
| Player Actions | **-Just walking, walking on uneven snow (take 1 damage of cold)**  **- Nears a tall snowy mountain**  **-Cannot go right through**  **- elects to turn around it (take 1 damage of cold)** |

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| Chapter 2 Intro | **“Even in the cold there exist creatures that thrive in it. seems that they are not very keen on visitors.”** |
| Scene | **Nearing the other side of the detour starts hearing un natural noises. Slowly turn to see dire wolfs** |
| Player Actions | * **Move closer to figure out what they are doing** * **See what would have been a small campsite** * **Oh no got to close agro them** * **face head on die (Return to chap 1)** * **Run away while still getting attacked (Stamina dropping fast)** * **Survive 1 HP left** |

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| Chapter 3 Intro | **“Man cannot wish to surpass the beasts that exist in this world when alone. The best recourse is to run and never stop running.”** |
| Scene | **Left the snow to more green pastures still cold, still injured** |
| Player Actions | * **Move towards bushes (Find berries)** * **Choice eats the berry or not** * **Eat berry (takes stamina away, gain HP)** * **Not eat berry** * **Walks away (Encounter small cat)** * **Go to touch it (scratches you Death. Return to chap 1)** |

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| Chapter 4 Intro | **“The sight of a bountiful settlement excites any traveler. For I am also bound for bountiful treasures .”** |
| Scene | **Full of HP and not on the brink of death our thief finds a settlement.** |
| Player Actions | **-Enter the settlement**  **-Walk around**  **-enter bar (swipe the mead from the back)**  **-walk out (almost encumbered)**  **- sell most of it away but keep some to my self (Get 60 gold pieces)** |

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| Chapter 5 Intro | **“Man can take many forms but not me I know who I am and what I do”.** |
| Scene | **Left the settlement from before and tasked with going one of two directions** |
| Player Actions | * **With the city out of view (find two paths one a swampy area the other a path that’s been extensively used and surely leads somewhere)** * **Take swamp path (Die of a combination of disease and snake bites and don’t forget bees)** * **Take the road (Continues journey, wait for next installment of chapters)** |



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