SURVIVAL

(synopsis for you)

Ultimately, the CYOA focuses on being transported into a retro survival videogame, where your life depends on whether or not you live or die on the screen. There is a mysterious, evil force/monster that is present throughout the game, and if you maneuver around it and finish the level, you are victorious, and can choose to exit the game. If you encounter the force, it’s game over for you! Will you survive?

1.There’s a new retro videogame that just came out, and you just brought your very own copy for Halloween. You know that it has a lot of reviews online, but you don’t know too much about it besides being a “crazy” game. However, you haven’t played a videogame in the past 24 hours so you open the disk without reading the instructions and start the game.

CONTINUE

2. You have started the game, and you appear to be an old retro diner. A red, pixelized arrow appears to your left, pointing down to the written menu on the wall. The menu reads:

Welcome to the ultimate survival game. Once you enter, you can only go forward. Make the right choices, as your actions in the game will determine whether you live or die virtually, and in reality! Be wary of the darkness; there are things lurking in it. Thus, we have given you a flashlight to aid your vision in the dark. Follow the arrows through the levels, as they are there to assist you in your journey through each level. However, there are other ways to pass each level, as long as you make the best decisions. Once you complete a level, you then have the ability to leave the game. Until then, let’s begin.

Continue

3. 2A *Continue*:

*I should’ve read the reviews*, you think to yourself as you come to realize this game is not what you paid for.

Interrupting your thoughts, another red arrow appears at one of the booths to your left. You approach the polished seat and sit under the arrow, which slowly disappears. On the table in front of you, there is a smaller laminated menu, but instead of menu items, a single sentence is written.

*Level One Objective: Escape the diner.*

While you are contemplating your current life decisions, there is a low, humming sound coming to your right, from what seems to be the kitchen.

Suddenly, the lights flicker off, but you realize that you are equipped with a flashlight. Do you:

A. Go towards noise

B. Stay still

4. *3A. Go to noise.* You slowly go to the noise, turning on your flashlight. Unfortunately, this proves to be a mistake. Hearing the door to the kitchen that you’re approaching swing open, you attempt to turn away and run, but your steps grow heavier and weaker, and your flashlight suddenly flickers off. The darkness consumes you.

DEATH

5. *3B. Stay still*. You wouldn’t dare go to the source of a noise, especially if your life was on the line. Luckily, your judgement was correct. A few moments of silence later while holding your breath, the lights turn back on, and you see another red arrow pointing towards the kitchen, now safe to go to. However, your main objective, according to the game, is to escape the diner. Do you:

A. Go to kitchen

B. Explore dining room

6. *5B Explore the dining room*. As you swiftly maneuver yourself out of the booth, you observe your surroundings. At the end of the line of booths is the main entrance to the diner. You walk towards it and observe the shiny metal of the border and handles of the double doors that gleamed red from the decorative lights and signs that reflected on it. The center of the door is made of what appears to be glass, that is possibly breakable. You pull at the door handles to no avail: they’re locked. There’s a stool a couple of steps away from you, and you have an idea. Do you:

A. Use the stool to open the door

B. Find another exit

7. *6A. Use the stool:* Lifting the sparkly, red stool, you get a good grip on the stool’s legs before taking a swing at the glass door. The glass breaks but as you knock out the rest of the shards around the frame of the door, something feels off. You realize the outside of the diner behind the once-glass door isn’t what you expected. It’s pitch black. You take a step through the opening you created, into the darkness, and register there is nothing to step on. Your weight falls through, and you slip into the dark abyss.

DEATH

8. *6B. Find another exit:* You doubt that the front entrance would solve the objective of the level, so you decide to find another exit in the diner. You turn to the side of the room opposite the kitchen and notice two doors, a few feet apart from each other. Both doors appear to be the same, but you know there was only one that was safe to open. Which door will you choose?

1. Left Door
2. Right Door

9. 8A. *Left Door* You pull on the knob and are met with a dark, oil-like substance on the other side of the doorway. You slowly start to back away, but it is too late. The substance moves quickly and grabs your leg first, then your arm. Soon your whole body is covered with the darkness, and it pulls you into the room as fast as you opened the door.

DEATH

10. 8B. *Right Door:* You open the door to reveal steps leading down to darkness. Once your hands meet the light switch on the wall, the room is illuminated. The stairs are wooden and creaky, but you make your way down. The door behind you slams shut, and you fear the worst. Once you reach the bottom of the stairs, your eyes scan the room for anything that could cause your untimely death. There isn’t much in the basement besides a few shelves of boxes and giant containers of things you didn’t care to know about. On the other side of the room there is a glowing door, which looks promising. You’re about to take a relieved sigh until you see something that makes your heart stop.

Continue

*11. Continue:*

Standing in the far corner of the basement you failed to check is a slouched, oily creature dripping its dark composition around its feet. Its eyes are glowing red, and they quickly meet yours. Your breath hitches as you reach behind you and feel for your flashlight. It’s something, at least. Staying still saved you last time, though. However, this game is pretty unpredictable. What will you do?

1. Turn on the flashlight
2. Stay still

12. 11B. *Stay Still*: You rely on your past decisions to carry you through the game, but it doesn’t work this time. The monster’s gloopy mouth grins evilly and springs onto you, eating you alive.

DEATH

13. 11A. You pull out your flashlight as fast as the speed of light, and quickly shine the light on the dark monster. It stumbles back, trying to shield itself from the unusual brightness the flashlight possessed. You kept the light on the monster, gluing your eyes on the monster before it evaporated into nothing. To your left you see the door glow a brighter red, and you quickly run to the door.

CONTINUE

14.13*continue*: You pull on the knob of the door, and light spreads throughout the room. Suspended in air in red lettering are the words *LEVEL COMPLETE*, and two options of *Next Level* and *Quit Game.* Not up for debate, you immediately select *Quit Game*, and your surroundings turn brighter.

CONTINUE

15. 14 *Continue:*

Slowly, you can make out the shape of your laptop, resting on your living room table. The remainder of your living room comes into focus and you let out a sigh of relief. Immediately removing the disk from your computer, you proceed to smash the cursed game to bits, further resolving your turmoil. Popping a Hershey’s fun size bar into your mouth from the leftover candy bucket, you peacefully turn on the TV and decide to turn on a Halloween movie.

THE END

You have exited the diner, and successfully finished the level. The surroundings around you flickers before turning into darkness

16. 5A: Go to kitchen: You decide to follow the games instructions, walking towards the kitchen. Swinging the door open, you observe your surroundings: normal kitchen appliances, wooden countertops, and black and white tile flooring. On both sides of the room are two different doors, one that looks to be a small closet, and the other a freezer room to store perishable food. Which room do you go to?

1. The closet
2. The food storage freezer

17. 16B. The Food storage freezer: The door to the storage room looks more appealing to you, so you choose it over the small closet. As you open the door, there is a quick chill that takes over your body. To your dismay, you walk in and see no other door. The cold air from the room is starting to feel like the Artic, so you decide that you want to leave. However, you realize that you are unable to move. You look down and see your legs icing over, as the blue frost creeps higher to the rest your body. A few moments later, you’re frozen solid.

DEATH

18. 16A. The closet seems like the better option, even though you don’t where you could go once you entered. You open the door anyways, and are surprised to find a trap door glowing red. However, you feel something cold and oily drip on your shoulder. You wipe it off with your hand and see that it left a deep black stain on your hand and on your clothes. Looking up, you see a monster made of the same oily substance on the ceiling, staring down at you. You reach for your flashlight in your back pocket and debate on your options. Do you:

1. Run
2. Turn on your flashlight

19. 18A. *Run*: You bolt out of the room, but the monster is close behind. Running out of the kitchen and into the dining room, you attempt to open the front door, to no avail. In your last attempts of escape, you see the monster behind you through the reflection of the glass door, and you know that it’s the end. A few moments later, the monster has consumed you with its darkness.

DEATH

20. 18B. There must have been a reason why the game gave you a flashlight, so you quickly pull it out of your pocket and shine the abnormally bright ray of light on the oily, dark monster. It tries to move out of the light’s way, but you steady your tool on the creature, watching it slowly dissolve. Once it had fully dissipated, the trapdoor below you suddenly glows a brighter red, and you take this as a sign of hope.

Continue

21. 20.Continue. You open the trapdoor quickly and the room is immediately filled with brightness. In front of you are the words *LEVEL COMPLETE*, and two options of *Repeat Level* and *Quit Game.* *This game keeps things interesting*, *even though my life is on the line*, you think as you debate your choices. You are curious about how the level could be completed in a different way, but you’re also tired. Do you:

1. Repeat Level
2. Quit Game

15. 21.Quit Game

Slowly, you can make out the shape of your laptop, resting on your living room table. The remainder of your living room comes into focus and you let out a sigh of relief. Immediately removing the disk from your computer, you proceed to smash the cursed game to bits, further resolving your turmoil. Popping a Hershey’s fun size bar into your mouth from the leftover candy bucket, you peacefully turn on the TV and decide to turn on a Halloween movie.

22. 21A. Repeat Level: Sure, you’re crazy, but there’s nothing else for you to do on Halloween night anyways. However, realize that your memory of the previous gameplay will be wiped. Let’s begin!

Continue (goes to 2)

QUIZ

How does system anaylsis

What analysis would feed into what components of the design

Class 15 QUIZ PPT