Level 1

History behind Level 1:

* In December 1894, Bahta unilaterally led his force of 1,600 men in direct revolt against the Italians. He captured the Italian administrator at Segeneiti, which was then the capital of the province, and declared an independent Akkele Guzay.
* He proclaimed himself "An avenger of rights trampled on by the Italians".[[7]](file:///C:\Users\Samrawit%20Demeke\Documents\SEProject\adwa\Bahta%20Hagos%20-%20Wikipedia,%20the%20free%20encyclopedia.htm#cite_note-7) and also said "the Italians curse us, seize our land; I want to free you... let us drive the Italians out and be our own masters."
* On the 15th, the telegraph wires were cut from Segeneiti to [Asmara](https://en.wikipedia.org/wiki/Asmara), which the Italians had occupied since 1889, in order to give himself time to mobilize the population and bring Mengesha into the conflict. Baratieri immediately suspected Mengesha and ordered Major Toselli and his battalion to move on Segeneiti.
* Upon arrival, the Major entered negotiations with Bahta, who stalled him with excuses and promises of loyalty. The Italian reinforcements started to arrive and by the evening of the 17th Toselli had 1500 men and two artillery pieces. He went to move against Bahta the following morning, but found him gone.
* Bahta had secretly abandoned Segeneiti in the night and had moved his force north against the Italian garrison of 220 men at the small fort of [Halay](https://en.wikipedia.org/w/index.php?title=Halay,_Eritrea&action=edit&redlink=1), commanded by Captain Castellazzi. Toselli correctly guessed this was Bahta's plan, and marched his men towards Halay.
* Bahta called for Castellazzi to surrender and abandon the fort. Negotiations continued until 13:30, when Bahta's patience came to an end and the attack was ordered. Low on ammunition, the Italians held out until 16:45, when the situation became critical. Toselli's forces arrived at that moment, and launched an attack on Bahta's rear. Bahta was killed in the attack, and his forces fled, many joining Mengesha.

Storyline for Level 1

(The reason for the development of a new storyline for our player is that we keep it simple and understandable enough for design and coding stages. It's not more of a new storyline as it's closely related to the actual history that happened. But there is still a need to create a fictitious ordinary character to help us link all the levels. It is also done as a tribute for all those nameless soldiers who have paid in blood at thetime of this war.)

Our player will start out on a road where she (he) finds a mortally wounded soldier carrying a letter. This letter was sent to Ras Mengesha to ask for urgent help. Up on reading the letter, our player decides to get to Halai as soon as possible. Just as she (he) starts her (his) journey, a map will pop up on one corner of the screen. This map will guide her (him) to Bahta's location.

Since this is Halai, just a few kilometers away from Dalol, the weather is very hot and walking through it will prove difficult to our player as time goes on. This difficulty will result in the loss of lives which is shown using a life meter. In order to stay alive and get to Bahta Hagos, our player needs to find Lake Kurma which is shown in the map. As soon as she (he) gets to the water, his life meter would grow resulting in a longer life and enough strength to continue the journey in Bahta's direction. The player would then follow the map to Bahta's location. When she (he) reaches at Halai, she (he) will find Bahta Hagos dying and hears his last words. Bahta even gives the player his sword as a token and tells her(him) to join Ras Mengesha's army. Our player then starts her (his) journey towards Mengesha's army. By this point, our player moves on to the next level.

Player Objective: Getting to Bahta to receive sword. Getting to water source prior to that to make it to Bahta's location.

Main flow

* Player finds a wounded soldier with a message and reads it.
* Player decides to go to Halai (Bahta Hagos's location).
* Player knows Bahta's location from map popping in a corner.
* Player starts moving according to map.
* Player's health deteriorates due to the weather. This is told to the player.
* Life meter shows low levels.
* Player gets to water.
* Life meter grows.
* Player proceeds to Bahta's location.
* Player finds Bahta and receives the sword.
* Player progresses to next level.

Alternate flow 1

* Player finds a wounded soldier with a message and reads it.
* Player decides to go to Halai (Bahta Hagos's location).
* Player knows Bahta's location from map popping in a corner.
* Player starts moving according to map.
* Player's health deteriorates due to the weather. This is told to the player.
* Life meter shows low levels.
* When down to the yellow bars, player will be given a hint to proceed to the water source as soon as they can.
* Player gets to water.
* Life meter grows.
* Player proceeds to Bahta's location.
* Player finds Bahta and receives the sword.
* Player progresses to next level.

Alternate flow 2

* Player finds a wounded soldier with a message and reads it.
* Player decides to go to Halai (Bahta Hagos's location).
* Player knows Bahta's location from map popping in a corner.
* Player starts moving according to map.
* Player's health deteriorates due to the weather. This is told to the player.
* Life meter shows low levels.
* When down to the yellow bars, player will be given a hint to proceed to the water source as soon as they can.
* When down to the red bars, an alarm sounds to warn the player.
* Player gets to water.
* Life meter grows.
* Player proceeds to Bahta's location.
* Player finds Bahta and receives the sword.
* Player progresses to next level.

Alternate flow 3

* Player finds a wounded soldier with a message and reads it.
* Player decides to go to Halai (Bahta Hagos's location).
* Player knows Bahta's location from map popping in a corner.
* Player starts moving according to map.
* Player's health deteriorates due to the weather. This is told to the player.
* Life meter shows low levels.
* When down to the yellow bars, player will be given a hint to proceed to the water source as soon as they can.
* When down to the red bars, an alarm sounds to warn the player.
* If player doesn't get to water, The red bars all go off and player dies.

Checkpoints for Level 1

1. Getting message from wounded soldier.

2. Getting to the water source.

3. Finding Déjà mach Bahta Hagos.

Level 2: Battle of Coatit

History behind Level 2:

* The Battle of Coatit was fought on January 13, 1895 between Italy and Ethiopian proxies led by Tigrian warlord Ras Mengesha Yohannes in what is now present day Eritrea. It was the opening battle of the First Italo–Ethiopian War, and was a significant victory for the Italians, as they rebuffed an invasion force.
* Baratieri mobilized his forces in response to Hagos' rebellion, immediately suspecting the complicity of Mengesha.
* Baratieri marched on the Tigrian capital of Adowa, but with his supply lines exposed, he abandoned it after four days. His army retreated to the fort at Adi Ugri and later moved to a strategic point along Mengesha's invasion route at Coatit.
* Ras Mengesha's army was estimated at about 12,000 riflemen and about 7,000 sword and spearmen. On January 12, 1895, advance scouts had located Mengesha's forces encamped nearby. Baratieri's forces then occupied Coatit and a dawn attack was ordered.
* Major Pietro Toselli and his 4th battalion took the left, in the center was Major Giuseppe Galliano and the 3rd battalion. The paths and heights on the left were guarded by the irregulars under Sanguinetti and Mulazzani. Behind Galliano, Major Hidalgo and 2nd Battalion were in reserve, and the artillery under Captain Cicco di Cola was on the right with Toselli.
* The 5th company of Hidalgo's battalion occupied a precipice on the right rear of the army in order to guard the water. In an hour and a quarter all the men were in position and the general advance began with the first light of dawn.
* Italian attack: As the sun rose, Captain di Cola's battery opened fire with shrapnel from a height at 1,900 meters from the enemy camp. Baratieri and staff, with the banner of Italy, occupied the high conical hill. The irregulars on the wing, seeking high ground, moved too far towards the center of the line, leaving almost unguarded on their left the height and village of Adu Auei.
* As Baratieri observed the battle raging in front of Mengensha's camp, he noticed a large cloud of dust forming on his left. Soon the irregulars sent reports that they were under heavy attack.
* Counterattack
* After the initial Italian assault, the Tigrians attempted to turn the Italian's left flank, and Galliano's battalion was ordered to turn to the north. He took heavy losses, as his men mistook the Tigrians for retiring irregulars and he was nearly surrounded.
* The Italian reserves under Hildago filled the gap, however, and drove back the Tigrians. As the Italians gained ground through rushes and bayonet charges the artillery was brought up to within 1100 meters of the front.
* At that point in the battle, the left became critical. Mengesha himself was overseeing his troops as they tried to cut the Italians off from the highlands and town of Coatit.
* Baratieri ordered Toselli and Hildago to retire from their successful foray on the right and move towards the town. The artillery, then Toselli and Hildago moved rapidly in succession. Baratieri's headquarters were barely able to escape the hill, and three of his staff of eight were killed.
* The change in front was successfully executed however, the Italians found themselves in a strong defensive position.
* The battle seemed to be a draw. The small Italian force had surprised the Tigrians, but their attack had been repulsed.
* The Italians however had survived the counterattack and were now in a strong defensive position. After two days of probing attacks, the Tigrians retired west towards Senafe, with Baratieri in hot pursuit.
* The Italian forces caught up to the Tigrians by late afternoon as they encamped. Mengesha's tent was identified and the artillery brought up.
* Baratieri opened fire, but mist and the darkness of night quickly enveloped the battlefield. Mengesha and his forces were able to slip away, abandoning everything.
* On the 18th, Baratieri returned northwards, leaving garrisons in Senafe and Siganeiti, and ordering the occupation of the strong positions of Adis Adi and Adi Caje, as the Tigrians retired westward to regroup.

Storyline for Level 2

Our player, now with a sword, starts her (his) journey to Ras Mengesha. Player is notified of her (his) objective, which is to rescue Ras Mengesha and help him fled from Senafe. A map then pops up in a corner with Ras Mengesha's location showing. On her (his) way to Ras Mengesha, she (he) counters an enemy soldier of low abilities. [This is specifically done so that our player doesn't get put off by the difficulty of the game very soon at an early stage.] She (He) then kills this enemy soldier with the swing of her (his) sword before the soldier turns around.

Now officially part of the war, our player carries on his path to Ras Mengesha. Up on finding him, she (he) will help him fled the scene by taking him with her (him). Ras Mengesha then follows our player away from the area where five consecutive soldiers of low abilities will be met individually. After killing each, following the map takes our player to Ras Welle Bitul's location. This completes this level as our player has concluded her (his) mission of getting Ras Mengesha to safe grounds. Ras Mengesha rewards our player with a \*\*\*\*\*(spear(?): To be decided on Saturday morning)

Player's objective: Getting Ras Mengesha to safe grounds by killing the lowly able soldiers kept as a challenge.

Main flow

* Player gets informed of objective.
* Map pops up showing Ras Mengesha's position.
* Player follows map and starts journey.
* Player encounters an enemy soldier.
* Player kills enemy soldier.
* Player continues through the path pointed out in the map.
* Player finds Ras Mengesha.
* Player starts her (his) journey to Ras Welle's position.
* Player meets five consecutive enemy soldiers.
* Player kills each soldiers encountered.
* Player continues following the map to get to Ras Welle's position.
* Player finds Ras Welle's position.
* Player progresses to next level.
* Player gets rewarded with \*\*\*\*\*(spear)(?).

Alternate flow 1

* Player gets informed of objective.
* Map pops up showing Ras Mengesha's position.
* Player follows map and starts journey.
* Player encounters an enemy soldier.
* Player fails to strike the soldier with her (his) sword before he turns around.
* Player gets killed at the point.
* Player has to start over Level 2.

Alternate flow 2

* Player gets informed of objective.
* Map pops up showing Ras Mengesha's position.
* Player follows map and starts journey.
* Player encounters an enemy soldier.
* Player kills enemy soldier.
* Player continues through the path pointed out in the map.
* Player finds Ras Mengesha.
* Player starts her (his) journey to Ras Welle's position.
* Player meets five consecutive enemy soldiers.
* Player fails to strike the soldier with her (his) sword before he turns around.
* Player gets killed at the point.
* Player has to start over from the first checkpoint, which is finding Ras Mengesha.
* Player will be returned back to this checkpoint until they are able to kill all five soldiers consecutively.

Checkpoints for level 2

1. Getting notified of player's objective.

2. Killing first enemy soldier encountered on the way to Mengesha.

3. Getting to Ras Mengesha.

4. Killing all 5 of the soldiers encountered consecutively.

5. Getting Ras Mengesha to Ras Welle's position.