Introductory video

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" 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 the time 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. The player learns about Major Toselli's involvement. 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. Accompanying Ras Welle is the famous leader from Harar, Ras Mekonen. 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 is thanked by the three Ras's. (Mengesha, Mekonen and Welle)
* 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.

Level 3: Battle of Amba Alagi

History behind level 3:

* The Battle of Amba Alagi was the first in a series of battles between the Italian General Baratieri and Ethiopia's Emperor Menelik during the First Italo-Ethiopian War.
* Amba Alagi was one of Baratieri's forward positions; it was under the command of Major Toselli with 2,000 Eritrean Askari.
* On 7 December 1895, the Ras Makonnen, Ras Welle Betul and Ras Mengesha Yohannes commanded an assault of Menelik's vanguard that annihilated the Italians and killed Major Toselli.

Storyline for Level 3

Our player gets notified about the objective of this level which is to kill Major Toselli. Major Toselli, which is introduced in Bahta's speech at level 1, will be found after going through five lowly able Italian soldiers and two highly trained soldiers.

Our player finds herself(himself) in the middle of the war by fighting at the side of Ras Mengesha, at the front center. She(He) will encounter the five soldiers mentioned above in a consecutive order. After killing all five, she(he) will come in contact with two highly trained soldiers in the same consecutive fashion. Upon killing these two, our player will come directly in contact with Major Toselli. Then player kills Toselli using her(his) sword. This will let player progress to next level.

Main flow

* Player gets notified of the objective.
* Player finds themselves in the mid of war, along with Ras Mengesha.
* Player encounters five lowly able soldiers in a consecutive fashion.
* Player kills all five consecutively.
* Player then meets with the two highly trained soldier, one at a time.
* Player kills both consecutively.
* Player gets to Major Toselli.
* Player kills Toselli.
* Player is congratulated for success.
* Player is rewarded with \*\*\*\*\*\*\*\*.

Alternate flow 1

* Player gets notified of the objective.
* Player finds themselves in the mid of war, along with Ras Mengesha.
* Player encounters five lowly able soldiers in a consecutive fashion.
* Players fails to kill any one of these soldiers.
* Game is over and player is given option to quit or start this level again.

Alternate flow 2

* Player gets notified of the objective.
* Player finds themselves in the mid of war, along with Ras Mengesha.
* Player encounters five lowly able soldiers in a consecutive fashion.
* Player kills all five consecutively.
* Player then meets with the two highly trained soldier, one at a time.
* Players fails to kill any one of these soldiers.
* Game is over and player is taken back to the last checkpoint, which is reached after killing all the five previous soldiers.

Alternate flow 3

* Player gets notified of the objective.
* Player finds themselves in the mid of war, along with Ras Mengesha.
* Player encounters five lowly able soldiers in a consecutive fashion.
* Player kills all five consecutively.
* Player then meets with the two highly trained soldier, one at a time.
* Player kills both consecutively.
* Player gets to Major Toselli.
* Player fails to kill Toselli.
* Game is over and player is returned to the previous checkpoint which is killing the two highly trained soldiers.

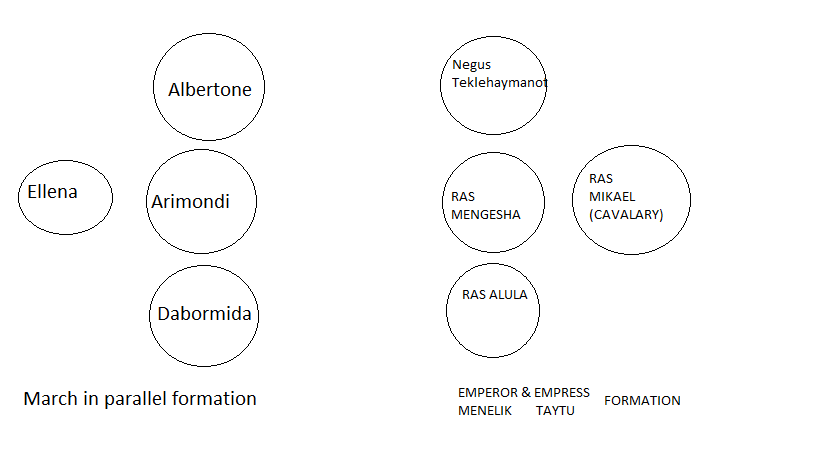
Checkpoints for Level 3

Transitional effects

Levels 4, 5, 6 and 7

Since all four levels are based on the Battle of Adwa, we thought it appropriate to present the entire history of the battle as a whole and show how we developed the storyline for each separately. All four levels are based on the four main forces that conquered the four sections of the Italian force at Adwa.

**Forces assembled**



* The Italian army comprised four brigades totaling 17,978 troops, with fifty-six artillery pieces. However, it is likely that fewer fought in the actual battle on the Italian side: Harold Marcus notes that "several thousand" soldiers were needed in support roles and to guard the lines of communication to the rear. He accordingly estimates that the Italian force at Adwa consisted of 14,923 effectives.
* One brigade under General Albertone was made up of Eritrean askari led by Italian officers. The remaining three brigades were Italian units under Brigadiers Dabormida, Ellena and Arimondi. While these included elite Bersaglieri and Alpini units, a large proportion of the troops were inexperienced conscripts recently drafted from metropolitan regiments in Italy into newly formed "d'Africa" battalions for service in Africa.
* Estimates for the Ethiopian forces under Menelik range from a low of 73,000 to a high of over 120,000, outnumbering the Italians by an estimated five or six times.[12] The forces were divided among Emperor Menelik, Empress Taytu Betul, Ras Wale Betul, Ras Mengesha Atikem, Ras Mengesha Yohannes, Ras Alula Engida, Ras Mikael of Wollo, Ras Makonnen Wolde Mikael, Fitawrari[nb 4] Gebeyyehu, and Negus[nb 5] Tekle Haymanot Tessemma.
* In addition, the armies were followed by a similar number of camp followers who supplied the army, as had been done for centuries.Most of the army was composed of riflemen, a significant percentage of which were in Menelik's reserve; however, there were also a significant number of cavalry and infantry only armed with lances.

## Battle

* On the night of 29 February and the early morning of 1 March three Italian brigades advanced separately towards Adwa over narrow mountain tracks, while a fourth remained camped.
* However, the three leading Italian brigades had become separated during their overnight march and at dawn were spread across several miles of very difficult terrain. Their sketchy maps caused Albertone to mistake one mountain for Kidane Meret, and when a scout pointed out his mistake, Albertone advanced directly into Ras Alula's position.
* The Emperor had risen early to begin prayers for divine guidance when spies from Ras Alula, his chief military advisor, brought him news that the Italians were advancing.
* The Emperor summoned the separate armies of his nobles and with the Empress Taytu beside him, ordered his forces forward. Negus Tekle Haymanot commanded the right wing, Ras Alula the left, and Rasses Makonnen and Mengesha the center, with Ras Mikael at the head of the Oromo cavalry; the Emperor and his consort remained with the reserve. The Ethiopian forces positioned themselves on the hills overlooking the Adwa valley, in perfect position to receive the Italians, who were exposed and vulnerable to crossfire.
* Albertone's askari brigade was the first to encounter the onrush of Ethiopians at 6:00, near Kidane Meret, where the Ethiopians had managed to set up their mountain artillery.
* Albertone's heavily outnumbered askaris held their position for two hours until Albertone's capture, and under Ethiopian pressure the survivors sought refuge with Arimondi's brigade.
* Arimondi's brigade beat back the Ethiopians who repeatedly charged the Italian position for three hours with gradually fading strength until Menelik released his reserve of 25,000 [Shewans](https://en.wikipedia.org/wiki/Shewa) and swamped the Italian defenders. Two [companies](https://en.wikipedia.org/wiki/Company_%28military_unit%29) of Bersaglieri who arrived at the same moment could not help and were cut down.
* Dabormida's Italian brigade had moved to support Albertone but was unable to reach him in time. Cut off from the remainder of the Italian army, Dabormida began a fighting retreat towards friendly positions. However, he inadvertently marched his command into a narrow valley where the Oromo cavalry under Ras Mikael slaughtered his brigade, while shouting Ebalgume! Ebalgume! ("Reap! Reap!"). Dabormida's remains were never found, although his brother learned from an old woman living in the area that she had given water to a mortally wounded Italian officer, "a chief, a great man with spectacles and a watch, and golden stars.
* The remaining two brigades under Baratieri himself were outflanked and destroyed piecemeal on the slopes of [Mount Belah](https://en.wikipedia.org/w/index.php?title=Mount_Belah&action=edit&redlink=1). Menelik watched as [Gojjam](https://en.wikipedia.org/wiki/Gojjam) forces under the command of [Tekle Haymonot](https://en.wikipedia.org/wiki/Tekle_Haymanot_of_Gojjam) made quick work of the last intact Italian brigade. By noon, the survivors of the Italian army were in full retreat and the battle was over.

We thought of using these historical events by dividing it to four levels as described below.

Level 4 - The Ethiopian with their mountain artillery vs. Albertone’s askari birgade

Level 5 - Arimondi's brigade vs. the Shewans led by Minilik

Level 6 - Dabormida vs. the Oromo cavalry led by Ras Mikael

Level 7 - Baratieri vs. Gojjam forces led by *Nigus* Teklehaimanot

These four levels will have an increasing level of difficulty and will be filled with intriguing historical references that will keep the player interested at every step.

Level 4 : The Ethiopian with their mountain artillery vs. Albertone’s askari birgade

Storyline for Level 4

Our player finds himself laid at the mountain with her (his) mountain artillery set up in front of her (him). She (He) will be notified of the objective of the game. And the game starts right away with soldiers appearing in pairs or threes. Our player will have to kill all the soldiers (so far, it's thought it'll be 20) as they appear or faces the danger of dying themselves. After killing all 18 soldiers, Brigadier Albertone shows up with two soldiers. The player has to shoot both without injuring Albertone. After killing the final two soldiers, our player leaves her (his) post at the mountain and approaches Albertone. When our player disarms him, it'll be the end of level 4.

Player objective: To kill the 20 soldiers appearing in twos or threes and disarming Brigadier Albertone without injuring him.

Main flow

* Player gets notified of objective.
* Player finds themselves set up on a mountain with a mountain artillery.
* Player spots soldiers appearing in pair or threes.
* Player kills soldiers as they come.
* Player kills the 18 soldiers and spots Albertone with the rest two.
* Player manages to kill the two without injuring Albertone.
* Player leaves the set up on mountain and approaches Albertone.
* Player disarms Albertone by pointing the rifle at him.
* Player progresses to next level with a congratulations.

Alternate flow 1

* Player gets notified of objective.
* Player finds themselves set up on a mountain with a mountain artillery.
* Player spots soldiers appearing in pair or threes.
* Player kills soldiers as they come.
* Player fails to kill an approaching soldier and gets shot.
* Player has to start game all over again.

Alternate flow 2

* Player gets notified of objective.
* Player finds themselves set up on a mountain with a mountain artillery.
* Player spots soldiers appearing in pair or threes.
* Player kills soldiers as they come.
* Player kills the 18 soldiers and spots Albertone with the rest two.
* Player kills Albertone before killing the other two.
* Player gets set back to the previous checkpoint, that is to the checkpoint achieved after killing the 18 soldiers.

Alternate flow 3

* Player gets notified of objective.
* Player finds themselves set up on a mountain with a mountain artillery.
* Player spots soldiers appearing in pair or threes.
* Player kills soldiers as they come.
* Player kills the 18 soldiers and spots Albertone with the rest two.
* Player gets killed by one of the last two soldiers.
* Player gets set back to the previous checkpoint, that is to the checkpoint achieved after killing the 18 soldiers.

Checkpoints for Level 4

Level 5: Arimondi's brigade vs.The Shewans

Storyline for Level 5

Our player follows the fleeing Albertone's soldiers to Arimondi's location. Since Arimondi's army gives refuge to these fleeing soldiers there will ensue a fight with these Arimondi soldiers. Our player will kill these Arimondi soldiers that come in pairs or threes. She (He) will have to stay alive until the 25,000 shewans arrive at the scene. When the Shewan soldiers arrive, the area will be swamped by them and our player will have no work left. She (He) will progress to the next level.

Player objective: Staying alive for 3 minutes until the Shewans swamp the area.

Main flow

* Player gets notified of objective.
* Camera takes player to Arimondi's position by following the fleeing Albertone soldiers.
* Player fights with Arimondi's soldiers.
* Player kills all the soldiers coming their way.
* Player stays alive for the next three minutes.
* The shewans arrive at the scene.
* Player is congratulated and progresses to next level.

Alternate flow 1

* Player gets notified of objective.
* Camera takes player to Arimondi's position by following the fleeing Albertone soldiers.
* Player fights with Arimondi's soldiers.
* Player gets shot.
* Player is taken back to the start of this level.

Check points for Level 5

Level 6 : Dabormida vs. the Oromo cavalry

Storyline for Level 6

Our player finds themselves at the front of Dabormida's army. They will get notified of the objective, which is to kill 30 soldiers before approaching to mortally wound Dabormida. Player starts to shoot and kill the soldiers as they approach. When finished with the 30 soldiers, she (he) spots Dabormida and approaches him. She (he) injures him and he flees out of sight.

Player's objective: Killing 30 of Dabormida's soldiers and wounding Dabormida himself at the end.

Main flow

* Player gets notified of objective.
* Player finds himself at the front of Dabormida's army.
* Player starts shooting.
* Player kills the thirty soldiers.
* Player spots Dabormida.
* Player heavily wounds Dabormida.
* Dabormida flees.
* Player is done with this level and progresses to the next.

Alternate flow 1

* Player gets notified of objective.
* Player finds himself at the front of Dabormida's army.
* Player starts shooting.
* Player fails to kill the thirty soldiers.
* Player gets set back to the beginning of the level.

Alternate flow 2

* Player gets notified of objective.
* Player finds himself at the front of Dabormida's army.
* Player starts shooting.
* Player kills the thirty soldiers.
* Player spots Dabormida.
* Player fails to wound Dabormida.
* Player gets set back to the previous checkpoint that is achieved after killing the 30 soldiers.

Checkpoints for Level 6

Level 7: Baratieri vs. Gojjam forces led by *Nigus* Teklehaimanot

Storyline for Level 7

Our player gets notified of objective and gets a top view that gradually pans to the eye level. The top view will show a cluster of tents with narrow and wide paths among them. Player starts moving among the tents. Player moves carefully and shoots when spotting the enemy soldiers. When our player finally kills the fifteen soldiers we set her (his) way, she (he) will be congratulated and gets awarded with the national flag of the time.

Main flow

* Player gets notified of objective.
* Player gets the top view panning to an eye level look of the surrounding.
* Player starts the game.
* Player hides and shoots when spotting a soldier.
* Player kills all 15 soldiers.
* Player is congratulated.

Alternate flow 1

* Player gets notified of objective.
* Player gets the top view panning to an eye level look of the surrounding.
* Player starts the game.
* Player hides and shoots when spotting a soldier.
* Player fails to kill all 15 soldiers.
* Player is set back to the beginning of the level.