

Prologue: The Ultimate Gamer, Thanos's snap scattered the infinity stones across this ride. You are tasked with collecting them in a Buzz Lightyear cart, fitted with its own Infinity Gauntlet, made by Eitri: King of the Dwarves, to defeat Thanos at the end of the ride. After jumping in the cart, the ride takes you through a series of corridors which lead to different zones.

Power Stone encounter:

You exit the first corridor to a city with burning buildings and toppled skyscrapers. You then encounter the Green Goblin, floating on his hover scooter. Using the blaster built into your Buzz Lightyear cart, you shoot one of the bombs on the Goblin's belt. He blows up and falls out of the sky. He crashes into the ground and is buried beneath the rubble of a nearby building which falls on top of him. Suddenly, you see a hand emerge from the pile of concrete with a bomb ready to be thrown at you. A web appears out of nowhere and snatches the bomb out of the Goblin's hand. You look up to see Spiderman perched on a lamp post. The Goblin breaks out of the rubble with explosive force and a fight ensues with Spiderman. Turning to determine the safety of your team, Spiderman exclaims, "Get to cover! I'll check on you guys when it's safe!" After Spiderman steals the pumpkin belt and throws it to the side, one of the pumpkins reveals comes a purple object with a kind of glow to it.

← Choice Section →

Pick it up
\> Power A Path

Leave it alone
\> Power B Path

Power A Path: You pick it up and immediately feel a rush of power and overwhelming pain. After carefully placing the space stone in your Buzz Lightyear cart, you power up your blaster and defeat the Goblin. Spiderman was added to your party. You proceed to the next zone. **<Power Stone Get>** **<Spiderman Get...?>**

Power B Path: Spiderman gets knocked down by a furious blow from the Goblin. While lying on the ground, holding onto his consciousness by a thread, he notices the stone and webs it toward him. He uses the stone to punch the goblin in the face, launching him into space. "You Guys are alright now, you need to go" says Spiderman placing the power stone into the cart gauntlet. You proceed to the next zone. **<Power Stone Get>**

Space Stone {Revised concept and finished}

The tunnel lets out into an empty void. Your cart comes free of its tracks and goes into a slight barrel roll. There are stars all around you, and your breathing is labored. You encounter Loki floating on a magic chariot above the cart. At the front is a shield with a glowing blue light in the center. Loki fires a beam of light from the shield at the Buzz Lightyear cart. The beam of light collides with you and knocks your cart sideways. The cart begins doing flips with or without you, what do you do?

← Choice Section →

Hold onto Buzz's chin
\> SpaceChinPath

Hold onto the wheels
\> SpaceWheelPath

SpaceChinPath: You grab onto Buzz Lightyear's massive chin to keep you safe. You get a handhold easily enough, and you find yourself spinning around several times before coming to a fast halt when your cart crashes into a large blue cube. You feel this cube ripping you out of

position, and you (and your cart) are back in the tunnel, with the cube, which promptly shrinks into a blue stone and falls into your gauntlet. **<Space Stone Get>**

SpaceWheelPath: You go to grab onto the wheels of your cart.... Why? You, in all your foolish confidence, are hurled from your cart and into the space beyond. Once your Buzz Lightyear cart is only a speck on the horizon, you find your consciousness failing. You pass out, your fading consciousness fixated on a bright blue light. When you awake, you're in your Buzz Lightyear Cart, back in another corridor.

Mind Stone {Has four options in path, uses an image}

Your cart rolls into a metal-paneled chamber where a large server hub sits on a dais. A yellow light flickers on in the center of the hub and a voice rings out, identifying itself as JARVIS. The system claims it must judge your ability to decide if you are worthy to continue. The AI presents before you something called *The Forbidden Riddle* and asks that you recount what it says.



What does it say?

← Choice Time -->

r6hodFq

\>MindRiddlePass

Barometric Pressure

ERROR

I don't know

\>MindRiddleFail

MindRiddleFail: The AI laughs at your incompetence and sends you on your way. You roll past dejectedly and move into the next corridor.

MindRiddlePass: Confounded by your ability to solve an impossible riddle, JARVIS begins to steam until his casing finally explodes. From the wreckage, a yellow stone shoots out and slots into your glove. You carry on past the smoking wreckage of the destroyed AI. **<Mind Stone Get>**

Reality Stone {I ran out of ideas}

A bright red glow alights into the room above you. Your cart stops in front of a pompadoured man. The man explains to you that he has the Reality Stone, but that he likes it far too much to give it to you. In its place he offers you a plastic ring from a box of cracker jacks. Do you take it?

Yes, might as well

\> RealityStoneRing

No, and storm off in a tizzy

\> RealityStoneNoRing

RealityStoneRing: You take the ring and, to your surprise, it starts glowing. Apparently, the collector swapped the Reality Stone into the ring and forgot. Seeing you drive off with the stone, he has a smug look that quickly fades as he holds up his precious Reality Stone to simply find a piece of plastic. **<Reality Stone Get>**

RealityStoneNoRing: You storm off in a tizzy as the Collector cradles the Reality Stone and, out of the corner of your eye, you see the Cracker Jack ring start glowing.

Time Stone {Quite Long, has some nuanced bits about Josta for some reason ^_(\ツ)_/ }

The darkness of the ride gives way to the texture of anachronistic wallpaper and wood flooring. As it bursts headlong through a door, your Buzz Lightyear cart slows to give a full view of the setting you find yourself in. Dusty roads give way to birch houses in an empty town. Devoid of people, sheriffs, or duels, the only accompaniment to this display is howling from beyond. A short length of track later, this howling leaves the realm of “beyond” and opts for “rapidly approaching.” As your track approaches a black rectangle in the walls of this town, you see a bipedal wolfman bounding toward you. He is adorned with a badge and wearing a ten-gallon hat far too small for him. As you ponder what gallon of hat he should be wearing, he reaches you and attacks. What do you do?

← Choice Section →

Turn the Buzz Blaster On Him
↳ TimeFightWin

Melee Time
↳ TimeFightLose Flag Arm>Broke

TimeFightWin: As an intelligent human, you have the advantage in the tool domain. You spray your comically designed blaster towards the rabid wolfman, and he cowers back in fear of your futuristic technology. You fend him off long enough to enter the corridor at the end of the town.

TimeFightLose: You, a small human, decide to go hand to... claw... with a massive wolf man. The next few minutes before you get to the exit corridor are not pleasant, and you tear your rotator cuff trying to fend him off. Luckily, you escape this foolhardy choice with your life and all your stones so far.

The corridor from the old town quickly changes form into a chrome-plated mirrored metropolis. You find yourself in a shining metallic house filled with strange appliances, absurdist artwork, and tall cans of Josta. You're in disbelief at the seeming paradise you find yourself in. Not only is this place clean and magnificent, but you figure this is a reality where they never discontinued the most popular lost 90s energy drink. As the cart brings you outside, you see a sprawl of tall chrome skyscrapers, with drones flitting around overhead. As you're marveling at this magical world, you're approached by a man in a shining metallic outfit. He identifies himself as the Marvel-Branded Generic Robotic Cop™ and he thanks you for your heroism thus far. He holds out a green stone for you to take.

← Flag Check Section →

Arm isn't Broken
↳ GrabbableTimeStone

Arm is Broken
↳ GrabblessTimeStone

GrabbableTimeStone: You easily take the stone and slot it into your glove. The Robotic Cop™ salutes you as your cart rides off into another corridor, flanked by billboards for robotic chefs and new Josta flavors. **<Time Stone Get>**

GrablessTimeStone: You try to reach for the stone, but you can't lift your arm enough. You limply try to grasp the stone, but you accidentally drop it, and the cart moves on before you can pick it up. Your cart rushes into the next corridor, flanked by billboards for robotic arms and hands-free Josta dispensers.

Soul Stone Encounter {Place at a later point for dramatic tension, revise if other passenger is non-canonical}

Your next path opens to a bright chamber decorated in orange crystal. You hear wailing from the walls and recognize the trapped forms of those caught on this ride during the snap calling for you. The walls are decorated with shimmering forms grabbing at your cart, attempting to take your place. The ghastly forms fall away as the orange crystal fades back into darkness. The room changes and opens to a cliffside. An ethereal form offers to give you the soul stone, but only if you choose to sacrifice your riding companion. Do you do it?

← Choice Section →

Sorry Buddy, Sucks to Suck

\> Jump SoulAPath

No, It's Not Worth It

\> Jump SoulBPath

SoulAPath: You toss your friend out of the cart and they sink below the cliff-like granite in molasses. While you sit in your cart pondering your decision, you see an orange stone set itself in your gauntlet. Your cart rolls away past the cliff, lonely. **<Soul Stone Get>**

SoulBPath: You choose to place your friend's life over the value of an Infinity Stone. The two of you move on without a stone, pondering if you made the right choice as your Buzz Lightyear cart rolls past the cliffside.

Thanos Time {Final battle, may want to lower stone requirement}

Your journey has come to an end. You've faced the trials leading up to this point, and you're ready to face the man himself. The final corridor lets out into a hexagonal chamber focused on the Mad Titan himself. You, with the determination and strength you've accumulated, hoist your Infinity Gauntlet, and snap.

← Flag Check →

Missing Infinity Stones

\> ThanosSnapFail

Has all Infinity Stones

\>ThanosSnapSucceed

ThanosSnapFail: You snap your fingers and a hollow sound rings out, followed by..... Nothing. The Titan laughs and begins walking towards you. You didn't plan for this, and your Buzz Lightyear blaster bounces right off of him. Your attempts to save Tigerland and the world have ultimately failed.

< BAD END >

ThanosSnapSucceed: You snap your fingers and a hollow sound rings out, followed by..... yells. Thanos calls out your name, as the nemesis to finally best him. As the Mad Titan fades to dust, it dawns on you that you've finally succeeded. You've saved the world from the wrath of the stones, using the stones.

< **GOOD** **END** >

Poster Concepts

<u>Challenges / Specifications</u>	<u>Solutions</u>	<u>Product</u>
	Writing\Coding Team Split	Story Branching Map
Github Troubles?	Data Structures in choices	App Integration
Need for Many Options?		Avengers Themed?
Large amount of text involved	Use of Android Studio	
Packing Java to APK		