**Milestone 1 Part 1 – Narrative Outline**

**Title: Path to golden rings.**

**Genre:** fancy

**Character background (player):** Sonic is creative thinker and love to run fast.

**Game Objective:** Check each path to help collect all the rings to win each level then getting stuck at the same level.

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| Section 1 | Infinite path of sour strips on a bright cotton candy day where sonic is unable to pick the path that will help him find rings that will keep sonic healthy to continue the game. |
| What’s happening | Sonic is seeking the right path to collect as many rings as possible to continue the game with full health and doesn’t know what path to take to start his journey. While on his fast run sonic encounters obstacles and when sonic doesn’t complete the obstacle, sonic loses health, when it runs out sonic starts over. |
| What can the player choose to do | **A- sugar lands**  **B- bubble gum land**  **C – chocolate land**  **D- Gummy land** |
| What must the player do to progress; what could cause the player to lose | **Pick the right path and move on to the next level to help get more rings and lives. Pick the wrong path and fall in sour juice river and lose half of health with no rings.** |

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| Section 2 | Sonic finds the right path that he needs to take to collect shiny rings, or he lose half a life in the river. |
| What’s happening | Sonic is Now realizing what the next path that will help him keep going. |
| What can the player choose to do | **A-bubble gum land**  **B- Chocolate land**  **C- Gummy land** |
| What must the player do to progress; what could cause the player to lose | **If the player picks the wrong path again then it will be stuck in Nesquik sand. If the player wins then you continue and get half live back. With advancements to high levels.** |

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| Section 3 | Now finding his way around the bubble gum land where sonic is searching for rings. |
| What’s happening | Sonic finds couple of rings in the sticky land. |
| What can the player choose to do | 1. **Chocolate land** 2. **Gummy land** |
| What must the player do to progress; what could cause the player to lose | **Pick the right path and move on to the next level to help get more rings and lives. Pick the wrong path and lose health and rings collected.** |

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| Section 4 | In the sweet chocolate land where he thinks he can find his last rings on the path. |
| What’s happening | Sonic finds his shiny gold rings in the longest path of the sweet chocolate land that will help him keep going. |
| What can the player choose to do | 1. **Gummy land** |
| What must the player do to progress; what could cause the player to lose | **Picks the right path continues to another path. Pick the wrong path and get tied up by black licorice.** |

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| Section 5 | Made it to Gummy land where its sonic last chances to see if he wins or lose the game. |
| What’s happening | Sonic is rolling fast and is quickly coming to the 100,000 the ring |
| What can the player choose to do | **Sonic must continue the path and not be compromised by any obstacles this will cause him to lose all rings collected.** |
| What must the player do to progress; what could cause the player to lose | **Sonic must continue fast and avoid all obstacles that will cause him to lose rings and health** |