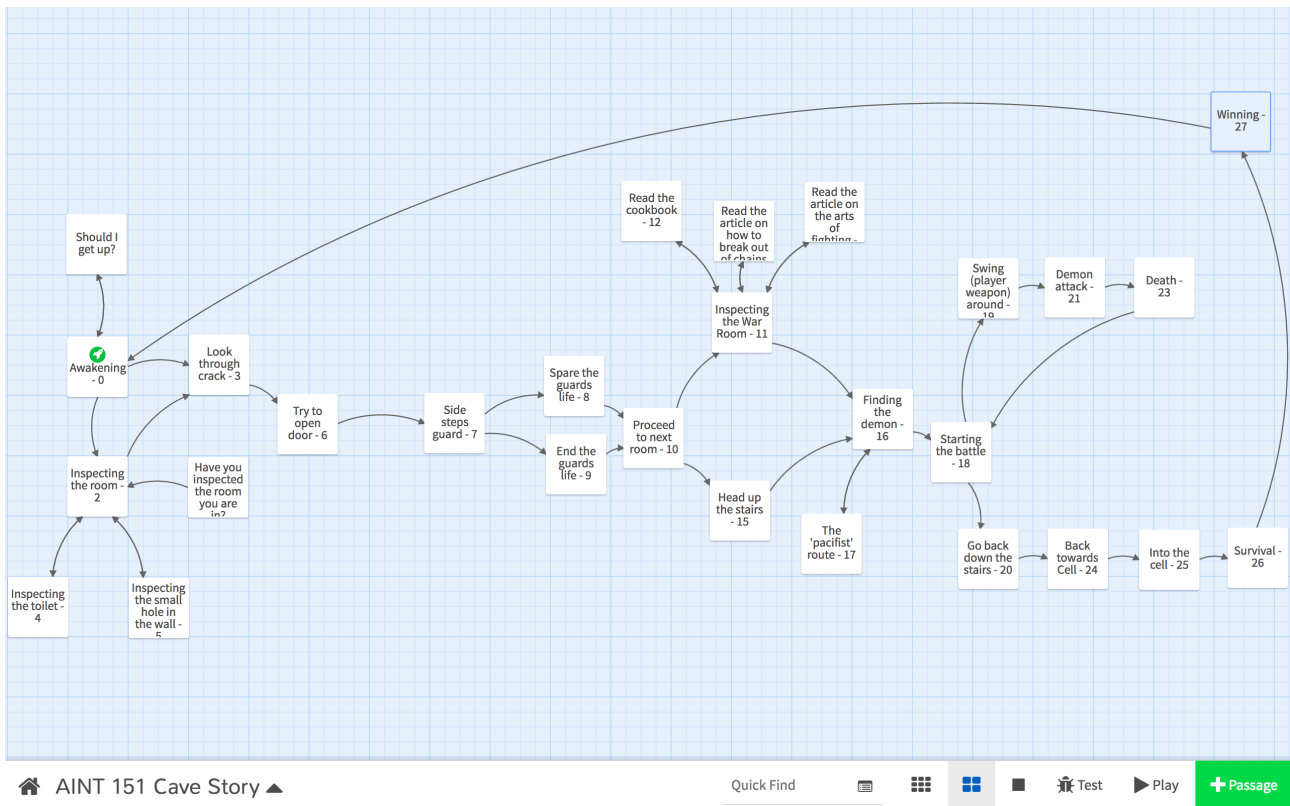


Cave Escape



Name	Awakening
index	0
text	(Player Name) has awoken in a dark cave; there is a heavy wooden door which has a crack in it.
choices	Peek through the crack - 3 or Inspect the room - 2 or Should I get up - 1

Name	Should I get up
index	1
text	You, yes you playing this game. Surely this is not going to be super interesting? Have they announced Half Life 3 yet?
choices	Now that we have got that out of the way - goes back to awakening

Name	Inspecting the room
index	2
text	(Player Name) looks around the room they go to the far wall and study it. However currently it is too dark to notice anything prominent. Maybe there is a way to brighten up the room?
choices	Peek through the crack - 3 or Inspecting the toilet - 4 or Inspect the small hole in the wall - 5

Name	Peek through the crack
index	3
text	Whilst peering through the crack you see a stone paved corridor. There is a small chest and a guard sat next to it on the chair. What will your next step be?
choices	Try to pull the door open - 6

Name	Inspecting the toilet
index	4
text	playerName +' wonders over to the small metal toilet in the corner, looking in it there is no water and it seems to not be plumbed in. Definitely not luxury hotel standard.
choices	Maybe there is more to look at - 2

Name	Inspecting the small hole in the wall
index	5
text	playerName +' wonders towards the wall and peers through the small hole. This would be perfect to climb through if humans evolved to be super tiny. Maybe the next game?
choices	Maybe there is more to look at - 2

Name	Try to open the door
index	6
text	(Player Name) pulls on the door hard rattling its heavy frame but it does not move. However from the noise the guard has stirred and is walking towards the door. He yells "Back away from the door". As (Player Name) backs up he unlocks the door and rushes in with his sword drawn.
choices	Side step the guard - 7

Name	Side steps guard
index	7
text	Using quick instincts '+ playerName +' side steps the guard pulling his sword away from him. As '+playerName+' wields the blade they have the choice to either spare or end him. What will they do?
choices	Spare the guards - 8 or End the guards life - 9

Name	Spare the guards life
index	8
text	playerName '+' looks at the guard and offer to spare him if he lets them retrieve the items from the chest. He accepts the offer and hands over the key for the chest. '+playerName+' takes the '+playerweapon+' from the chest.
choices	Knock him out and retrieve your stuff - 10

Name	End the guards life
index	9
text	playerName+' doubles back and stabs the guard through the stomach, the sword sticks in him as he falls to the floor. '+playerName+' takes the key for the chest; exits the room and retrieves the '+playerweapon+' from the chest.
choices	Retrieve your stuff from the chest and enter next room - 10

Name	Proceed to next room
index	10
text	playerName +' enters the next room and sees a staircase to the next floor, around the room there are wooden tables and chairs. On top of these there are documents and other items.
choices	Inspect the war room - 11 or Head up the stairs -15

Name	Inspecting the war room
index	11
text	playerName+' looks around the table closer and can see many different documents. One is an article on a way to break out of chains, another is arts of fighting and the last is a cookbook. Perhaps these could be useful skills to have.
choices	Read the cookbook - 12 or Read the article on how to break out of chains - 13 or Read the article on the arts of fighting -14 or Head up the stairs -15

Name	Read the cookbook
index	12
text	The book itself has fallen apart and is in pieces however the words you can see look like it may have once been useful but that is not the case now.
choices	Maybe someone ate the cookbook - 11

Name	Read the article on how to break out of chains
index	13
text	You are the lucky reciever of this article on how to get out of chains. Firstly you will need to posses some chains, next when in them to escape use the key. However if you do not have the key removal of limbs will work. Just clean the mess after
choices	Well that was pointless - 11

Name	Read the article on the arts of fighting
index	14
text	Ever been in a fight you cannot win? Well this is an article for you on how to defeat an enemy who is more skilled than yourself. Firstly choose a weapon, fists will do however sometimes something like a pan could be better. Next proceed to see how your enemy strikes; apply appropriate counters to these attacks and voila. You probably have won. If not we accept no liability for your inadequacies and lack of ability.
choices	Good to know - 11

Name	Head up the stairs
index	15
text	As '+ playerName +' heads up the narrow staircase they can hear a low growl in the next room. Nervously '+ playerName +' approaches to see what could be making this noise behind the door.
choices	Enter the next room - 16

Name	Finding the demon
index	16
text	In the centre of the room with its back to the door is a dark figure, it has a dark aura surrounding it which makes it very clear it is not human. The creature makes a low growl which echoes inside of the walls becoming deafening. '+playerName+'wields the '+playerweapon+'.'
choices	Start the battle - 18

Name	The 'pacifist' route
index	17
text	Seeing the demon (Player Name) has somehow come to the conclusion that they could reason with this evil. As they open their mouth the demon gets bored and sits down sobbing at the thought of the possible excitement that could have been had if this unfortunate event produced a fighter instead
choices	Let us rewind a little bit - 16

Name	Starting the battle
index	18
text	The demon turns and the shock of it's blood red eyes make "+playerName+" feel uneasy. Summoning the might "+playerName+" stands tall and get ready to take on this unholy creature. Suddenly the demon shifts to the other side of the room with a horrible high pitched whistle.
choices	Swing player weapon around - 19 or Go back down the stairs - 20

Name	Swing player weapon around
index	19
text	playerName+' swings the '+playerweapon+' violently around in an arc trying to attack the demon and finally lands a blow. The demon recoils back and falls to a knee as black blood drips down from the hit; looking into its eyes there is still no trace of fear or worry but instead the demon bares its teeth almost like an evil grin.
choices	Attack the demon - 21

Name	Go back down the stairs
index	20
text	playerName+" rushes towards the stairs and proceed to go down them. However in their haste they trip and fall down the remaining stairs; the demon stands at the top of the staircase seemingly lifeless staring down with it's blood red eyes.
choices	Head back towards the cell - 24

Name	Demon Attack
index	21
text	playerName+' moves forwards and swings the '+playerweapon+' into the demons chest. The weapon lands a hit however it cannot be pulled away; instead it seems to being absorbed until it disappears fully and then a hand follows it. The pain is unbearable as blood drips down from the hand then the arm. '+playerName+' feels their body go numb and drops to the floor.
choices	Continue - 23

Name	Back towards the cell
index	24
text	playerName+' gets back up on their feet and runs towards the cell. The further they run down the corridor it seems as if it is forever ending; whether this is what it seems or there are tricks being played is unclear. The demon is stood at the beginning of the corridor with his head tilted sideways staring down the corridor. Finally '+playerName+' reaches the end of the corridor.
choices	Into the cell - 25

Name	Death
index	23
text	Unfortunately you have failed in escaping. Maybe next time?
choices	Restart the battle

Name	Into the cell
index	25
text	playerName+' goes back into the cell and the torch illuminates the once dark walls and a message is inscribed upon the wall saying "Drop all weapons and the fight will be won". As this is read the demon enters the room standing at the doorway. It stands there waiting to see what will happen next.
choices	Drop your weapons - 26

Name	Survival
index	26
text	You drop your weapons and the demon watches them fall to the floor. A loud scream is heard all around as everything goes bright and blinds you; you pass out and wake up back at home in bed. It seems as if it was all a dream, or was it?
choices	Continue - 27

Name	Winning
index	27
text	Congratulations, you have beaten Cave Escape. Now go and proceed to waste your time on another game, go on. Get out of here :) !
choices	Restart the game - 0

Peer review

	Rate Implementation	Justify rating	Rate the gameplay	Justify rating	Give an overall rating
1	5	I like the story, and the way you make the battle with the demon.	4	I would like to see the demon. How does he looks like.	Gold
2	4	There is an error saying that an array is not defined if you look in the console. The story seemed a little sporadic and short. I recommend fixing the error and possibly adding a little more to the story itself	3	There were a couple of spelling and grammar mistakes in the game and there could be some more mechanics to give the game some more depth	Silver
3	5	I didn't come across any bugs and it was pretty fluent. It was easy to understand and well structured with the story timeline. I like the part with the four options which can make you choose all options to fight the demon which I died to.	5	It was easy to understand with the colours you have included. I like the character select page at the start, with different options and have images for the weapons.	Awesome!
4	5	There were no bugs and things resolved itself.	5	I like the game. Short, sweet and very interesting. It can do with more extra mechanics to it but over all it is good .	Gold
5	4	The story was nice and flowed well. Though there are a few bits that were quite linear.	4	Grammar and spelling was sound. It is a simply made game though that doesn't take from the experience. Maybe add some CSS to the buttons.	Gold