**Events:**

**a) Interaction events**

This type of events will form the biggest part of the gameplay. Single interactions that player will make with a character or an object will be considered as an interaction event. For example; crafting a wood, speaking with a character, fighting with an animal will be some of the interaction events that player can perform. On the main screen, objects or characters that are located near player at that moment will be listed so that player can select and interact with them. When player clicks on an object or character, a simple menu that will show the possible types of interaction with that item/character (e.g. craft, collect, throw, speak, fight, etc.) will be opened. Each item can have different types of interaction selections. For example, a wood can be crafted, collected, fired whereas a lake can offer interactions such as swim, drink water, fishing etc. This is also true for characters. Some characters will be attackable while some of them will offer only friendly interactions. Player can interact with items or characters by clicking the interaction type as he/she selects.

**b) Story events**

Story events will consist of series of tasks that promise survival from the island. To complete the story events, player will have to fulfill all the tasks in the event's scenario. Player will be able to join this type of events by completing particular milestones, such as collecting all the parts of a puzzle or finding a mystic item, or interacting with special characters. Shortly, an interaction event or result of an interaction event/events may result in entering a story event. Before entering a story event, player will be informed with a text message on the screen that asks him/her if he/she wants to enter this event. If player clicks yes and he/she fulfills the requirements of the story event, player enters the story mode. Once he/she enters a story event, player will not be able to perform operations outside of the event's scenario until he/she completes it or quits without completing the event (this may result in some losses).

Story 1: Is There Anybody Out There?

There will be a broken radio tower in the iced area. When player find a map that shows the location of the tower, a text message will pop up that asks player to if he/she wants to enter the story event or not. The goal of this story event is repairing the radio tower and sending a message to the outside world via a radiotelephone. If player completes this story event, he/she survives from the island.

The requirements for entering this story event will be the following:

-60+ HP

-At least 8 days in the island

-Bear skin (fur)

Tasks will be the following:

1) Going to iced area and seeing the tower

2) Going to cave and finding metal wires for repairing the tower

3) Repairing the tower (this will take two nights, so player will have to be prepared for staying two nights in the iced area)

4) Searching the tents in the abandoned village for a radiotelephone

5) Finding the correct channel by solving a riddle

6) Sending the message

Player will encounter several difficulties while doing the tasks. These includes wild animals, misleading clues or characters.

Story 2: Dance With Fire

A dragon lives in a volcanic area of the island. When player visits there, he/she will face with the terror of the dragon. Dragon will attack to player and if player manages to escape, a text message will pop up that asks player to if he/she wants to enter the story event or not. The goal of this story event is finding a diamond that dragon craves for and giving it to the dragon. If player completes this story event, he/she survives from the island by riding the dragon and flying away from the island.

The requirements for entering this story event will be the following:

-60+ HP

-An armor

-A sword

Tasks will be the following:

1) Finding the dark diamond in the forest. Player will have to fight with the animals to see if any of them has the diamond and he/she will have to examine specific places (e.g. bear’s lair) for searching the diamond.

2) After finding the diamond, player will have to

3)

Story 3: Sailing Away

There will be a wrecked ship stands on the beached washed by the waves.When the player finds it, a text message will pop up that asks player to if he/she wants to enter the story event or not. The goal of this story event is repairing the wrecked ship and sailing away with it. If player manages to build a strong ship, he/she survives from the island.

The requirements for entering this story event will be the following:

-A hammer

-A knife

Tasks will be the following:

1) Getting 40 woods

2) Getting 20 ropes

3) Building a sail by using the grass and pieces from the tents

4) Finding a map that shows the route of the ship

5) Repairing the ship

Player will encounter several difficulties while doing the tasks. Repairing the ship will not be easy due to natural conditions of the island and mystery creatures that will try to prevent you sailing away.

Story 4: Wise Old Man

There will be a wise old man in the depths of the dark forest. If player finds him, a text message will pop up that asks player to if he/she wants to enter the story event or not. The old man knows a way for escaping from the island: teleportation. However, this comes with cost. Player will have to fulfill the requests of the wise old man in order to get help from him. If player fulfill all the requests of the wise old man, he/she will be able to survive from the island by teleportation.

The requirements for entering this story event will be the following:

-At least 10 days in the island

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Tasks will be the following:

1)

2)

3)

4)

5)