**Name:** Kimberly Jackson

**Date:** 10/31/2013

**Industry Area:** Games

**Subject Area:** Fantasy Role-playing Adventure Game

**Proposed Question-** How to create an interactive story driven by player choice

**Description-** I will be writing a designing a “Choose your own adventure” style game, similar to classic early text based interactive fiction adventures. The goal will be for the player to use their intellect and creativity in order to navigate a series of simple puzzles. The player's adventure may change based on a small number of variables that are chosen at the start of their play, similar to choosing a race or class in a pen and paper role playing game.

To reduce the number of inputs, the player will be presented with choices at various intersections of presented dialogue. These choices may be as simple as “go left” versus “go right” but each choice will have either a negative or positive effect on the player's journey.

Program will do the following:

1. Create an interactive fantasy based narrative.
2. Allow options for character creation including:
   * 3 races (Elf, Dwarf, Human)
   * 3 classes (Warrior, Thief, Wizard)
3. Include at least 5 Story Points or branching paths, with at least 3 options for progression at each point.
4. Present at least 1 unique option throughout the story based on the player's initial decisions about class and race.
5. Provide at least 3 endings, including one 'loss' ending for making a wrong decision, and one 'win' decision for making all correct decisions, with some variation in between.