**Milestone 1 Part 1 – Narrative Outline**

**Title: the secret legends of jajalinks**

**Genre:** action/adventure

**Character background (player):** jajalinks is a young girl from a small village and she is on a mission to stop the dark souls that is haunting the village mansion where the king of the village lives. Jajalinks Is given the power to fight against the dark souls. (this is inspired by my favorite games Legeneds of Zelda, and the name jajalinks is my favorite gamer tag to use for any game.)

**Game Objective:**

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| Section 1 | A storm happens that surrounds the kings mansion |
| What’s happening | Jajalinks tries to protect the village from “The Dark Souls storm” and she gets sucked into the storm. She ends up on a random spot in a unfamiliar open grassy area. She has to find protective gear. |
| What can the player choose to do | **The player can run, jump, walk, climb on any slanted walls/objects** |
| What must the player do to progress; what could cause the player to lose | **The player must collect weapons and a metal shield to protect themselves (also potions and collecting food to survive crazy locations with enemies. The way that my character can lose is by falling and taking fall damage by accidentally falling off bridges or hills when traveling to find window shards for the magical window that leads to the powerful queen to fight against the dark souls. The queen is currently under a curse.** |

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| Section 2 |  |
| What’s happening | Jajalinks comes across her first dungeon battle. She looks for treasure and marbles (which is the currency in my game) |
| What can the player choose to do | **Jajalinks acquires the master’s saw-word and** |
| What must the player do to progress; what could cause the player to lose | **He has to go to the village with his powerful weapons and powers and fight the dark souls storm**  **The way the player can lose is by losing health during the big battle** |

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| Section 3 |  |
| What’s happening | Jajalinks is fighting off the big dark souls storm monster and she wins |
| What can the player choose to do |  |
| What must the player do to progress; what could cause the player to lose | **The way the character can progress is by winning the battle and beating the storm**  **The way that the player can lose is by getting hurt in the battle and losing health** |

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| Section 4 | JAJALINKS WINS THE BATTLE |
| What’s happening | Jajalinks wins the battle and is giving a crown to become king of the village |
| What can the player choose to do | **The player has the option to say yes to the crown or no to the crown but to the village he will be known as a god that saved the village.** |
| What must the player do to progress; what could cause the player to lose | **The player can choose to do a new game to fight the dark souls storm again.** |