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| **Nostalgic Games** |
| **Survival** |
| **Development Guide** |
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| **Kevin Polson - 300661837** |
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| September 26th 2014 |

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**Version History**

**Version 0.1 September 24, 2014**

* [Create a basic shell of a decision based game](https://github.com/kevpolson/Survival-Assignment1/commit/2214c2c87ee788a4459a379f9c67fe9fb1a6b769)

**Version 0.2 September 24, 2014**

* [Add 3rd decision layer and 8 outcomes to shell](https://github.com/kevpolson/Survival-Assignment1/commit/d8c8ce200adef3c24095abad476672f0714dc919)

**Version 0.3 September 25, 2014**

* [Add backtracking](https://github.com/kevpolson/Survival-Assignment1/commit/9d1f93bea0ea6a9da152283db94e1985e8d2a30b)

**Version 0.4 September 25, 2014**

* [Add cave](https://github.com/kevpolson/Survival-Assignment1/commit/b6e72b8b39f69ed3c4f4b1e40f9df5f723b25ae2)

**Version 0.5 September 25, 2014**

* [Add the ability to sleep in the cave](https://github.com/kevpolson/Survival-Assignment1/commit/adc3b6e117df4e0844f3b5fab698d383129338a4)

**Version 0.6 September 25, 2014**

* [Sleeping causes victory](https://github.com/kevpolson/Survival-Assignment1/commit/1145f0e246dadac118243429764780cfa8b52f7d)

**Version 0.7 September 25, 2014**

* [Add dialog to all of the slides](https://github.com/kevpolson/Survival-Assignment1/commit/ad9f44824c912f72c2763a1cc29a909f3a32188a)

**Version 0.8 September 26, 2014**

* [Update documentation](https://github.com/kevpolson/Survival-Assignment1/commit/abb6163b37cedbad407567a7a10a589f3d1c760b)

**Version 0.81 September 26, 2014**

* [Fix typo in documentation](https://github.com/kevpolson/Survival-Assignment1/commit/5ed5ca370f61a7cf4f3f8c028be12aa6e53f1f89)

**Source:**

http://github.com/kevpolson/Survival-Assignment1/commits/master

1. **Game Description**

The player awakes lost in a forest and has no idea how he go there. He must explore his surrounding to make it home but must avoid fatal consequences along the way. Below is a map of all the possible decisions and outcomes the player can make.

