# Summary

This document outlines the mechanics of story progression.

# Mechanics

The story is divided into two categories, chapter and page.

Each chapter is comprised of a certain number of pages.

Each page is comprised of images, texts, and responses.

For every response selected, following mechanics occur :

* The screen scrolls down and new texts or images show up.
  + The player can scroll up and down to see the previous texts and images.
* The player moves on to the next page.
  + The player cannot go back to the previous page.

# Consequences

Consequence is when a player encounters a specific event based on previous response.

The goal is to make player feel that their choice was **significant.**

Certain response will trigger a condition.

When the condition is met, a special response or an encounter will show up in later encounter.

\*Note that creating a whole another encounter is a massive task. Therefore, try to stick to creating a special response instead.

List of consequences

* Turcoman bandit raid: A Turcoman recognizes you as a savior.
* Strong heat: Frankenburg drinking your water.

# Companion Trust System

Companion will have trust points allotted to him.

If the point gets to zero, the companion will lose trust in the player and negative encounter will be triggered later on.

If the point gets to max(5), the companion may sacrifice himself to provide resources or give a good hint that will allow the player to choose the right response.

The trust point decreases every time the player chooses a response that may disappoint the companion.

The trust point increases every time the player chooses a response that may earn respect from the companion.

The point of this system is to create a **relationship** between the player and the companion.

The player must feel that his companion matters in this travel together.