# 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.

The point starts at 0.

If the point gets to -2, the companion will lose trust in the player and negative encounter will be triggered later on.

If the point gets to +2, 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.

Whenever there is a change in the trust point, the alert message “This will be remembered” will pop up.

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.

## Encounters/Responses for positive trust

* Eliminating a negative response during the Bandit raid. (If the player didn’t rescue the thirsty Turcoman)
* Giving water during the Extreme heat encounter.
* Sharing of a personal story during Strong heat causing thirst encounter. (Camp fire)

## Encounters/Responses for negative trust

* Frankenburg stealing your water during the Strong heat causing thirst encounter. (Camp fire)
* Frankenburg trying to take your water by force during Extreme heat encounter.