



class Scene ()

options : [*]

id

title : " "

* } id

text : " "

class Game

var h1 = new Scene (" ", " ", [])

Game

0	h1 - text - option 1 - option 2	0 + 1 0 + 2
1	h2	0 + 1 0 + 2
2	h3	0
3	h4	
4	h5	
5	h6	

```

class Story
  class Scene
    text = ""
    options 1 = +1
    option 2 = +2
  
```

```

class Story Game

```

```

  scenes = [ ]

```

```

  stories = [

```

```

    new Story("",""),

```

```

    new Story("","")
  ]

```