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| --- | --- |
| Full Name |  |
| Student ID |  |

Initial Design

My Story

Background text

In the shadows of Gotham, the user encounters a weary Batman, barely standing after a fierce battle with the Joker. Bloodied and exhausted, Batman locks eyes with the user, a flicker of hope shining through his pain. "I can’t keep fighting forever. Gotham needs a new hero. Will you take up the mantle?"

As the weight of his request hangs in the air, the user feels the gravity of the choice ahead. Will they accept the challenge and become the next Batman, or will they turn away from destiny? The fate of Gotham teeters on the edge of their decision.

Route 1 No

A Joker appears from around the corner and says “I thought that Batman was about to find a new toy for me to play with after he retires but if your not going to take his offer I guess I might as well get rid of you both for good. How many seconds of a head start do you think I should give you.” (how many seconds do you plan to live)

If user gives a number above 0 joker doesn’t wait for them and kills them instead

If user gives a number below 0 joker laughs and kills them

[Secret path] if user out puts anything other than a number, they are forced to change their mind and get taken to route 2

Route 2 Yes

After the user agrees to help, Batman quickly leads them to a hidden lair, away from the Joker’s reach. Once inside, he begins to lay out a training plan.

"You’ll need to master essential skills if you’re going to protect Gotham," he explains, gesturing to a list of abilities. "You can choose one main skill and two other skills from the following:

1. **Combat Techniques**
2. **Strength**
3. **Speed**
4. **Technology**
5. **Detective Abilities**
6. **Agility**
7. **Stealth**
8. **Escape Techniques**

Choose your main technique

Choose a secondary technique

Choose a tertiary technique

Once you decide, tell me how long you want to train. You can choose anywhere from 6 to 24 months. The longer you train, the more prepared you’ll be to face the challenges ahead."

The user feels a surge of determination, ready to carve their path as Gotham's next guardian. What will you choose?

Path 1

If the user chooses the most valuable skill first and two other good skills along with sufficient training time.

After months of rigorous training under Batman's guidance, the user feels ready for their ultimate test. Equipped with newfound skills, they confront the Joker in an epic showdown.

As the battle rages on, the user taps into their training—utilizing combat techniques and agility to outmaneuver the twisted villain. With a final, decisive blow, the user overpowers the Joker, pinning him to the ground. Breathing heavily, they look down at their nemesis, who grins despite his defeat.

"Looks like the student has become the master," the Joker taunts, his voice dripping with sarcasm.

The user stands there, heart racing, with the Joker at their mercy. They must now decide: Will they deliver justice and take him in, or will they embrace a darker path and enact their own form of vengeance? The choice could shape the future of Gotham. What will they do?

Badman text:

If the user kills the Joker, the ripple effects would be immense. Gotham’s crime rate skyrockets, with a surge of chaos as rival criminals vie for power in the Joker’s absence. This power vacuum leads to more violence, making the city even more dangerous than before.

As for Batman, he finds himself under intense scrutiny from federal agencies like the CIA and FBI. His methods of vigilante justice come into question, and he faces potential criminal charges for murder, complicating his already precarious position as Gotham’s protector.

Ultimately, the user’s choice to eliminate the Joker takes a toll. Over the next three years, the weight of their actions and the chaos that follows lead to burnout and overwork. In the end, they succumb to the very pressures they sought to combat, highlighting the tragic consequences of their morally questionable decision.

It’s a stark reminder that even seemingly justified actions can lead to unforeseen and devastating outcomes.

If user puts joker in jail:

Dark Knight text: After defeating the Joker, the user makes a pivotal choice: they take the villain into custody, ensuring justice prevails. With the Joker locked away, Gotham breathes a sigh of relief. The user’s bravery and skill earn them admiration, transforming them into a multi-millionaire and the city's new Dark Knight.

A year later, Batman receives the Nobel Peace Prize for his relentless efforts in restoring order to Gotham and inspiring hope across the globe. He becomes a worldwide hero, symbolizing justice and resilience.

As the user reflects on their journey, they realize that their choice to uphold justice not only changed their own life but also sparked a movement that would resonate throughout the world. Gotham is safer, and the legacy of the Dark Knight lives on, inspiring future generations.”

Path 2

If the user chooses ok skills and trains decently, they defeat joker but are paralyzed and give back the suit. They picked the wrong skills

Text:

“When the time comes to face the Joker, the battle is fierce.

With the skills they acquired, the user fights valiantly but ultimately finds themselves outmatched. In a climactic moment, the Joker lands a devastating blow, leaving the user paralyzed and unable to continue.

As they lay on the ground, Batman rushes to their side. With a heavy heart, the user removes the suit and hands it back to Batman, knowing they gave it their all but fell short.

Though the outcome is tragic, the user’s bravery inspires others in Gotham. Batman vows to continue the fight, carrying forward the spirit of the one who dared to rise. The legacy of their attempt to become the Dark Knight will not be forgotten.”

Path 3

If the user chooses a bad set of skills or doesn’t train enough then they die.

Text : Dead womp womp

End of code

Algorithm in the Final Design.