

## Milestone 1 Part 1 – Narrative Outline

**you will need to create the narrative for your adventure game. This will be a story to keep the player entertained. You may choose from any genre. Maybe you are a fan of mysteries or sci-fi. Or maybe you prefer to create a fantasy story or to choose something closer to real life.**

**Title:** Text-based Adventure Game

**Genre:** Adventure Game

**Character background (player):** Adventurous Traveler

**Game Objective:** The game allows user decide which path along the adventurous journey and based on the decision user can reach his destination or struck in some dangerous place.

Section 1	The sound of the rustling leaves is calling you to explore the densest of all the jungles. Don't get lost! The faint rays of sunlight filtering through the leaves pronounce vividly that, yes, exploring the unexplorable tracks of Amazon is possible. The stories from your forest adventure books are going to come alive. Yes, you are going to explore the place where Anacondas stay.
What's happening	
What can the player choose to do	0. Take a boat : Canoe on the longest river of the World. You need a boat to start your journey 1. Go Back
What must the player do to progress; what could cause the player to lose	As this is the first place of the story, there is no way to go back. Hence player needs to choose option (0) to take a boat and start the journey

Section 2	
What's happening	You cannot think of exploring Amazon other than navigating through its river, its lifeline. The densest corners of the jungle can only be reached by boat.
What can the player choose to do	0. Enter into cave : There is a hidden cave near the waterfall. Climb the rock to reach the caves 1. Hike : The waterfall origins from the hill top. Hikes through the dense ridge to climb to the top of the hill 2. Go Back
What must the player do to progress; what could cause the player to lose	Now player has two option to continue his adventurous journey either to enter into a dark cave to explore or to hike over a mountain to see the origin of a beautiful water fall.

Section 3	
What's happening	Entered into a dark cave with absolutely no light inside.
What can the player choose to do	0. Make a fire : Try to light fire with some stones. 1. Go Back
What must the player do to progress; what could cause the player to lose	As the player decided to enter into a dark cave where visibility is very bad, hence player needs to light fire with some stones to bring some brightness to see what is there inside the cave.

Section 4	
What's happening	Somehow you managed to make a fire. It is very scary to see the skeletons of humans inside the cave. It is better to go back to the river.
What can the player choose to do	0. Continue : Continue exploring into the deep cave. 1. Go Back
What must the player do to progress; what could cause the player to lose	Now user has some visibility, hence he can continue to explore the cave further.

Section 5	
What's happening	You got stuck into the deep cave and couldn't come out. Call SOS! and wait until someone comes to rescue you.
What can the player choose to do	0. Go Back
What must the player do to progress; what could cause the player to lose	By entering deep into the cave where no human entered ever, you stuck into the cave and your health got affected. Player still can decide to go back out of the cave and continue his journey outside the cave.