

Competition 4: Story structure

Act 1

Beginning – A family including the father and 7 brothers live in the countryside. The father's favourite son is named Yusuf. The other brothers are jealous of Yusuf. In this part of the game the character will be doing many things to please his father and if they displease their father too many times the game will be lost.

Inciting incident – The brothers plan to kidnap Yusuf and throw him down a nearby well. This will be a cutscene.

Obstacle – Yusuf is kidnapped that night and is thrown into a nearby well. They plan to tell their father that Yusuf was killed by a wolf. The character will try and escape.

Climax – Yusuf is all alone in the well.

Act 2

Obstacle – A trader stumbles upon Yusuf. He realises that he could be traded as a slave in the town. Meanwhile the father has received news about Yusuf's 'death'. He is devastated and spends most of his time crying in his room. The brothers regret their actions. The character at this point will try and attract attention to the traders. Also, a cutscene will be shown to show how devastated the father is.

Obstacle – In the city Yusuf is put up for auction and then Yusuf grabs the king's attention. The king wins the auctions. Over time the king begins to develop a liking to Yusuf. Here the player will be completing challenges.

Twist – The king's wife, Zelukia, attempts to harm Yusuf. Zelukia grabbed him and the king, with his baby, sees this. Zelukia lies that Yusuf was trying to harass her. Suddenly, the king's baby starts to talk and explains the whole situation. The king surprised by how the baby was able to talk believed that this must be a miracle and therefore must be the truth. The character here will be trying to escape the room while the king's wife is chasing them.

Disaster – Zelukia puts Yusuf in jail as revenge. The king begins to miss Yusuf and frees him from prison. Also, the king's chancellor dies and puts Yusuf in his position. Here the character will try not to do anything wrong in the prison.

Crisis – The king is poisoned by slaves who were told to do by Zelukia. No one knew who killed the king. Zelukia becomes queen. At this point the character plays the slave. Their mission is to try and kill the king.

Climax – The slaves who killed the king feel guilty for their actions and own up. They also expose the Zelukia's plans. This leads to Zelukia being arrested. This part will be a cutscene.

Act 3

Climax – Yusuf becomes king. The character goes back to playing Yusuf and must try and gain the respect of the townspeople.

Wrap up – Even though Yusuf was king he still wanted one thing, to see his father. He invites his family to visit him. When they arrive both Yusuf’s father and Yusuf are over the moon to see each other and even the brothers are happy to see him. This part will be a cutscene.

End

Aaqib, Harrow