edugraal

Pedagogical Toolbox
Gameplay tools

Path's template – A Crossroads adventure

Here you will find some steps to create an adventure similar to the ones ready to use under the name of "Wonderful Treasure".

Scope of the path: Create an adventurous story where the player makes choices, meets characters, and solves tests, having the perception that he is following a path in which he is the protagonist.
A template is provided below which can be used to create your adventure.

Structure

1) **Beginning of the adventure**: introduction to the main character, the scenario, and the objective of the mission.

2) **First crossroads**: the protagonist is faced with a choice. Both can be right. Perhaps though, one is more appropriate.

    2.1) (*Slightly more logical and appropriate*)

    2.2) (*Maybe less logical*)

3) **Test:** The two choices lead to two different tests, where, in both cases, there is a right and a wrong answer.

Test 3.1)

Test 3.2)

The right answer of 3.1) carries forward in the story to step 4.

The wrong answer of 3.1) leads to an explanation. Then, to step 4.

The correct answer of 3.2) leads to point 4 but with an event decided by the narrator, which makes it clear that perhaps it would have been better to choose 2.1)!

The wrong answer of 3.2) leads to a closed road. The narrator explains what the correct answer should have been and inserts an action leading to 4.

4) **The story continues**, taking the protagonist to a new scenario.

5) **Second crossroads**: the protagonist is faced with a choice. Both can be right. Perhaps though, one is more appropriate.

Erasmus+
Enriching lives, opening minds.

5.1) (*Slightly more logical and appropriate*)

5.2) *(Maybe less logical*)

6) **Test:** The two choices lead to two different tests, where, in both cases, there is a right and a wrong answer.

Test 6.1)

Test 6.2)

The right answer of 6.1) carries forward in the story, to step 7.

The wrong answer of 6.1) leads to an explanation. Then, to step 7.

The correct answer of 6.2) leads to point 7 but with an event decided by the narrator, which makes it clear that perhaps it would have been better to choose 6.1)!

The wrong answer of 6.2) leads to a closed road. The narrator explains what the correct answer should have been and inserts an action leading to 7.

7) **Story ending**: The mission ends.

Or the narrator can continue repeating the same path as from 4.