

Key

Underlined: movable

Green: bouncy

Red: kill-y

Blue: progression

Pink: TEXTURE UNKNOWN

Forward

*To my little brother,
Who uses the arrow keys to move
X to interact
E to whatever e does
And is afraid of the space I'll leave behind.
Stay strong.*

Level 1: Prince spawns in on "Once." Words are large enough you have to walk to see the word prince. Players should not be able to jump off words edges yet if possible, but can do that post-beta

Once upon a time there was a prince. He was alone.

Once upon a time, there was a princess. She had no one.

Player gets a little tutorial "press e to pick up words." when they step on the word "prince" or "no one." When they do, it disappears. Player puts the word "prince" where the word "no one" is. When they do, the following text appears. Still have "no one" in inventory.

They quickly grew to become the best of friends. Everything, it seems, could separate them % from each other. _____ was good

% represents a wall. Player replaces "everything" with "no one" and the wall disappears. Place "everything" into space for next words to appear, meaning no words in inventory.

Even when they two fought, they would make up.

Player jumps on the word "up" to go up to the next platform.

The prince liked to make _____. The princess liked to make art.

(Above the prince liked to make _____ is drawings. They look bad (ms paint). When the word "art" is moved, they look much better. For beta we can keep them the same, but I'm trying to get across the idea that the prince makes good art, and the princess tells good stories).

Player must move the word "art" from prince ____ to princess ____ in order to reach the art above the words, jumping back and forth from art piece to art piece to reach the top, where they find the word [stories](#). The player comes back down, and inputs the word "stories," which activates the next part.

The prince liked to make [art](#). The princess liked to make [stories](#).
She never began her stories with "Once Upon a time." She was better than that. She would just start ____ talking.

(space here is place to put the "by")

"There was a warrior," she said. "Who [was](#) killed [by](#) many of his foes."
(need to remove "was" and "by" to make it "Who killed many of his foes. This makes the text turn not red, and thus the prince can walk on it.)

"He was [brave](#) and smart, and everyone loved him."

The prince nodded, wishing he was like the warrior. For the prince was [timid](#) and afraid of everything.

Player switches "brave" and "timid," allowing the player to jump over "and afraid of everything" (can shorten to "and afraid" if that's too far to bounce).

One day, the prince came upon an enemy who wanted to [fight](#). But despite all his [talk](#), the warrior could not kill the monster. [So the monster slayed him.](#)

switch

One day, the prince came upon an enemy who wanted to [talk](#). But despite all his [fight](#), the warrior could not kill the monster.

Layout displayed below, as of beating level.

So the warrior listened to the monster's talk of [malice](#). "I will [consume](#) you alive," his enemy said. I will not let this anger [leave](#) me, so forsake your [peace](#)."

So the warrior listened to the monster's talk of [peace](#). "I will [consume](#) you alive," his enemy said. I will not let this anger [leave](#) me, so forsake your [malice](#)."

So the warrior listened to the monster's talk of [peace](#). "I will [leave](#) you alive," his enemy said. "I will not let this anger [consume](#) me, so forsake your [malice](#)."

And the warrior agreed. Though it was new to him, and something felt different

"And something was different"

The princess coughed

"Though it was new to him"

"And the warrior agreed."

"I will not let this anger consume me, so forsake your malice."

So the warrior listened to the monster's talk of peace. "I will leave you alive," his enemy said.

[just like, the pink thing if you have time to add it]

"He could ___ vanquish all of his foes _____. Yet, he could not rest."

Remove not:

"He could ___ vanquish all of his foes _____. Yet, he could ___rest, for he was completely at peace."

When placing down the word "not", "all his foes" becomes red.

However, the page turn is heard. Player must solve this!

"He could not vanquish all of his foes _____. Yet, he could ___rest, for he was completely at peace."

Player has to pick up "not" to pass. If they place back, completely disappears:

"He could ___ vanquish all of his foes _____. Yet, he could not rest."

They must place not in the free spot

"He could ___ vanquish all of his foes not. Yet, he could ___rest, for he was completely at peace."

Grab "Completely" and swap it. Page turn!

"He could not vanquish all of his foes completely. Yet, he could ___rest, for he was ___at peace."

While the word "all his foes" is not jumpable, just "foes" is.

(just story no design yet)

THE DRAGON

The princess ended her story, smiling as she did. "What happened next?" the prince asked. The princess laughed. "Nothing yet. I'll tell you next time." The prince nodded, and tried to hug the princess. But suddenly the world began to rumble.

[These only become underlined after you get down to the prince ____ if it's easy enough to code otherwise don't]

Flames spewed forth as a horrendous noise filled the room.

The **dragon** had come. And the prince _____ [did nothing]

And try as he might, the prince could not stop it. He could only watch as the dragon took her far, far, away.

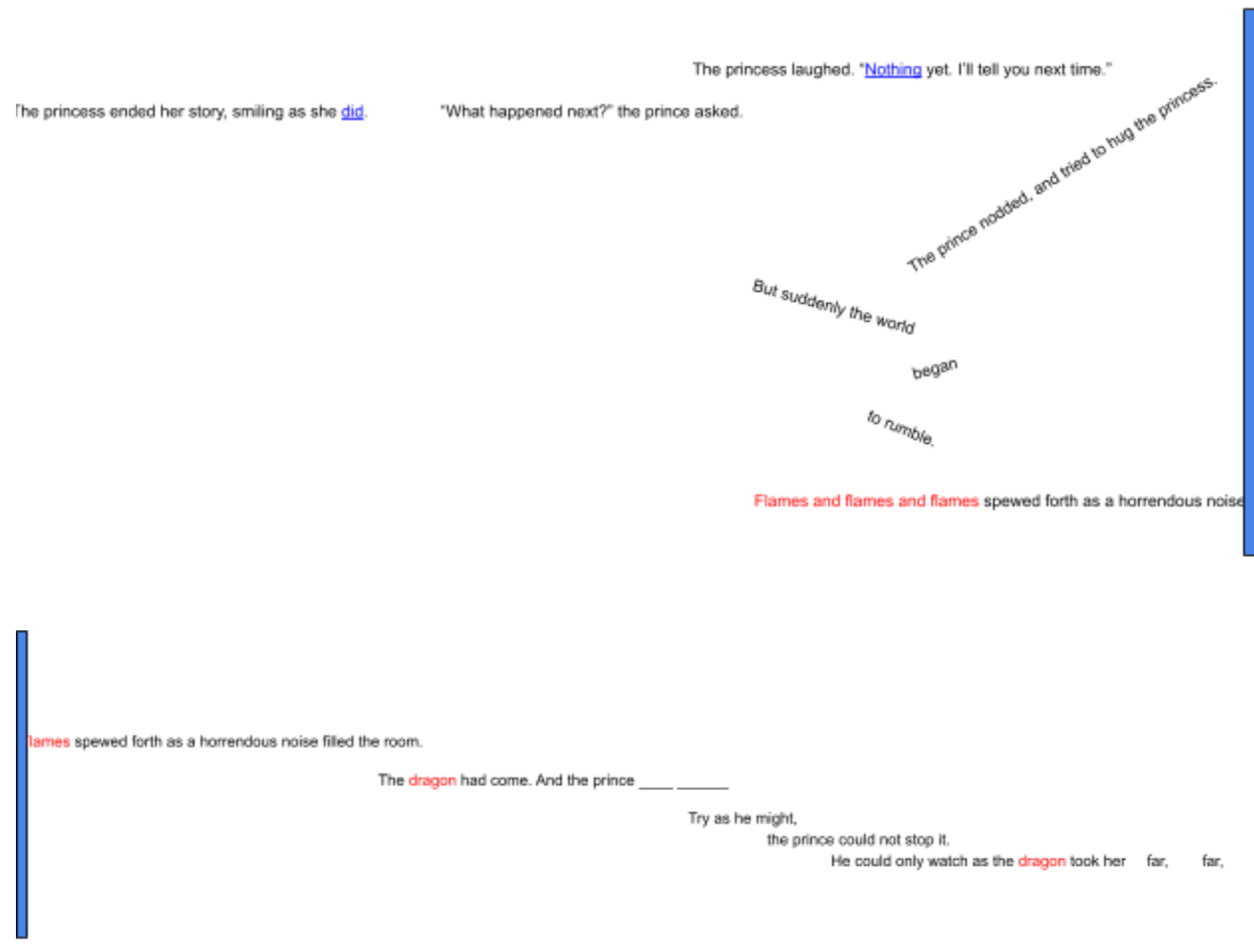
(can just ignore this whole part for Jam)

[

The king and queen went to search for her, but they left the prince behind. So he waited... and waited... until eventually they came back. un dragon.

But the prince would not give up. So he set out to defeat it.

]



[The prince burst into the **hospital**, where he found the princess **sick in bed**.]

When walking on the pink text, it changes.

The prince burst into the castle, where he **found** the princess **__**guarded **by the dragon**.

To

The prince burst into the castle, where he **fo__**d the princess **un**guarded by the dragon.

“Elijah!” The princess exclaimed. “It’s good to see you.”

[She **tousled** his **hair**, smiling at him. “I was afraid you weren’t gonna show up.”]

To

She fixed his crown, smiling at him. “I was afraid you weren’t gonna show up.”

The prince pushed the princess’s hand away, straightening his cape. “I came to save you.”

The princess gave him a sad smile. “Aw Elijah, come here. Give me a hug.”

The prince frowned. “How do I help?” he asked.

The princess hugged him for a long time.

ENDING

The prince could not **enjoy** it. It was not a ____.

Once upon a **time**, the princess wanted the prince to **slay** her **dragon** with him. Until it was gone.

The prince could not slay it. It was not a **dragon**

Once upon a **time**, the princess wanted the prince to **enjoy** her **time** with him. Until it was gone.