

Abs Harrop

Content Strategy outline:

Opening page:

- Logo showing a shop sign with flags hanging from the ceiling
- Start button on a flag
- Exit button on a flag

Shopkeep Page 1 (in the weapon shop):

- Dialogue with shopkeep discussing what this tool is and what the player is supposed to get out of it (in a non business robotic way)

Quiz page! (in the weapon shop):

- Question 1-6
 - Answer A (Melee, aggressive)
 - Answer B (Short range)
 - Answer C (Hybrid of long/short range)
 - Answer D (Long Range)

Results Page:

- Overall result based on play style
- Weapon 1:
 - Overall discuss what it does, what it's used for
- Weapon 2:
 - Overall discuss what it does
- Weapon 3:

- Overall discuss what it does

Weapon Customization:

- Image of weapon on the left
- Handle material
 - Dark wood
 - Medium wood
 - Light wood
- Blade material
 - Carbon steel
 - Gold
 - Bronze
- Runes (divination)
 - Demons blessing
 - Goddesses blessing
 - Blessing of the forest
 - Blessing of the ocean
- Pretty aesthetics
 - Ribbons
 - Gems
 - Blade damage
 - Wood damage