# To be amended in current:

# MVP and System Features

**Good Will**

To determine the multiple endings, we will need to keep the concept of good will in the minimum viable product. Also, the algorithms and methods which are associated with the good will system should be simple to implement. However, the tasks that need to be completed to achieve a high percentage good will can be lessened.

Such tasks include tasks that do not have a direct impact on the general story, such as delivering presents to in-laws or helping the shepherd find his sheep. (i.e. “Short term goals” listed on the Player Objectives/Progression page.

The extreme bare minimum that should be implemented is only one critical choice that will impact good will. This choice should occur mid-way through the game in order to add balance and should involve the level where the player can choose to kill or sedate the Fera. This critical choice should determine which of the two MVP endings the player receives (i.e. Killing the fera results in ending 1, whereas sedating the fera results in the “golden ending”). This single implementation will still work within a Minimum Viable Product because it simply will test and display the good will system, which will lead to the multiple endings, which is one of our core selling points and is the core aspect of the game.