Setting

The setting of Melting Mayhem is a large tropical island in the Pacific Ocean. Melting Mayhem takes place in modern day.

Plot

In Melting Mayhem, you play as a young (23 year old) man on his first mission as a secret agent for an agency that tries to protect the world from evil doers. As this is your first mission, you request to go alone, since you want to prove your worth to your squadron. Your mission is to locate and capture an evil scientist who goes by the name of Gundi. All you know is that he lives in a secret network of underground tunnels. You know that this mission will take days if not weeks, but you have excellent survival skills. You can get what you need from the tropical environment around you. The island has no human life other than the villainous underground community. Or so you thought.
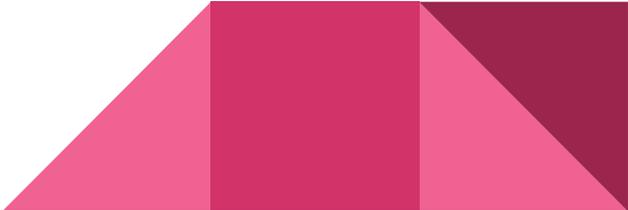
Plot (continued)

Only a couple hours into your search for the secret entrance, you hear a soft whimper from behind a large tree. You slowly approach the sound, hoping that it is not a vicious beast. You look around the tree, ready to brace yourself, and you see a man cowering over a dead mouse. Right when you begin to speak he snaps his head in your direction and quickly hides the mouse in his ragged coat. The man's face is muscular but disgusting at the same time. His yellow teeth bare as he questions you. You are surprised he can speak, as his appearance is so primitive. You go on the defensive but eventually you warm up and begin to tell the man about your mission.
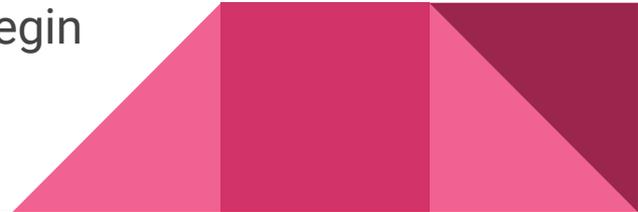
Plot (continued)

As you begin to warm up, so does he, and you think that that's a smile that you see on his typically stern face. He tells you that he knows something of an underground place, though he's never seen the entrance. You continue to look for hours, and finally, after about eight hours of searching with him, he stops and points at the ground.

Plot (continued)

You push open the secret door and drop into a metal hallway. You wince as the sound echoes on for a while. As you continue down the hallway, you are surprised to see no guards anywhere. Then, all of the sudden your friend yelps in fear. You turn around to tell him to be quiet, but he is being held with a gun to his head. You now have a choice, use your gun and kill your friend and the guard, or drop the gun and imprison yourself, while letting your friend be set free. Obviously the more moral choice is the second, right? Wrong. You see, your "friend" is actually the evil scientist. He tricked you into believing him to be a poor man who is on the verge of death. If you had shot them both, you would have been a world wide hero, known for your heroic deed. But if you chose to spare your "friend", you would be imprisoned forever.

Protagonist

This is you. You are a 23 year old secret agent named Peter Gnitlem. You were sent to this tropical island on a mission to put a stop to the evil Professor Gundi.
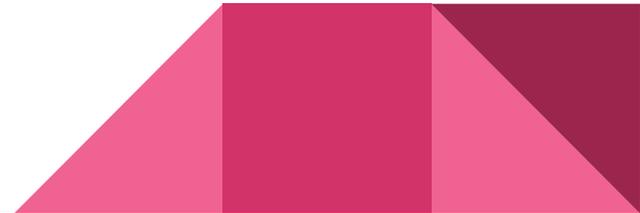
Antagonist

Professor Gundi, whom the player does not yet know the appearance of, is an evil scientist who is relentlessly searching for a ... potion, if you will. This potion will melt any living being that experiences a drop of its poisonous venom, hence the name of the game.

Published Code

https://trinket.io/python/e8478ff376

Decision Tree