

The cultural and political impact of the movie Black Panther was huge. But what if Killmonger became a good guy at the end? Far worse, bad guys have been turning good in the Marvel Cinematic Universe. Loki spent lifetimes of trickery and mischief, yet he was able to be redeemed, ultimately sacrificing his life for Thor. If this movie were a game, and I had the opportunity to give players the choice to choose another outcome and create a branching story, I would start this opportunity at the end of the first movie. In my scenario, T'Challa will remain a part of the second Black Panther movie.

N'Jadaka, also known as Killmonger, provided a counter perspective to our hero, T'Challa. T'Challa wanted to use the Wakandan tech to help the world, while N'Jadaka wanted to use this tech to conquer the world. In gaming, many villains make a turn for the better. The first choice given to a player would be not to let N'Jadaka die. This choice would open up the opportunity for N'Jadaka to learn more about Wakandan culture and grow as a character.

N'Jadaka would be able to show T'Challa life outside of Wakanda. With both of them, we could get a duo similar to Captain America and The Winter Soldier. For the second choice, the player could either side with T'Challa or spend the rest of their days in prison. These choices would have significant effects on Wakanda. N'Jadaka would be a strong partner to T'Challa in the events of the second movie, where they face Namor. Or, N'Jadaka would remain a prisoner until other villains break him out, and T'Challa faces his cousin in battle again.

In the events of the second Black Panther movie, if the player chose to side with T'Challa, N'Jadaka would lead the infiltration of the Talokan to retrieve T'Challa's sister. If the player decided not to side with T'Challa, N'Jadaka would be broken out of prison by Namor's first attack on Wakanda. The alliance between Namor and N'Jadaka would create a much more dire opponent. Namor will know the inner workings of Wakanda.

From here, there would be more branching arcs. Scenario one, after N'Jadaka rescues T'Challa's sister, he can sympathize with Namor's cause, which would have a similar outcome as his ambitions in the previous movie. Eventually, N'Jadaka will face defeat by allies of T'Challa, and T'Challa fights Namor to a standstill. Or, he could stand with T'Challa and discover a strategy to face Namor. N'Jadaka and Namor are alike in

Player Choice Branching Story

Brett Knox

some ways. N'Jadaka would be able to analyze Namor's plans, as well as the goals of the United Nations.

In scenario two, N'Jadaka would lead an invasion on a United Nations stronghold while Namor faces T'Challa in battle. Or, N'Jadaka would have a change of heart after seeing Namor's true intentions and how this doesn't benefit Wakanda or the people he wished to save. N'Jadaka would team up with T'Challa to fend off Namor to a standstill and call a truce.

Players can achieve many branching story points using the player choice method. Players can work towards the desired outcome by strategically taking the role of the controlled character. Just like the writers of a movie, the players will be able to write their own story using the characters and templates established by the developers.