Additional assignment

Write an engine for a text-based in-browser rpg using React.js.

- The storyline should be provided in a single file in json format of your design.
- The engine should support at minimum: progressing the story forward, events involving choice (which lead to different parts of the story, side quests, etc.), actions with random chances of success. More features are welcome.
- The app should have at least some styling.
- Provide an awesome storyline to demonstrate the full potential of your engine:-D Seriously! No story, no points:-)

I hope you'll have fun!