# The Unpredictable Swap Narrative, Level Design and Ink Prototype

## Narrative Synopsis

In the vibrant land of Techtonia, Sir Rhys, the valiant tech knight renowned for his bravery, dedication, and loyalty, stood tall as the beacon of hope against the sinister Darius Danger, a supervillain obsessed with world domination. Meanwhile, Owen Jones, a mild-mannered middle-class accountant, navigated his unassuming life in the bustling city.

A catastrophic event, unfathomable and unforeseen, struck Techtonia, causing a perplexing twist of fate. Sir Rhys found himself stuck behind a desk, crunching numbers and balancing accounts instead of wielding his sword. Darius Danger, baffled by his sudden change, now wore the armor of a tech knight, facing an unfamiliar moral compass. Owen Jones, utterly bewildered, discovered newfound powers and an inclination towards villainy.

As the players navigate this topsy-turvy world, they are faced with critical choices. Sir Rhys, now confined to an accountant's role, yearns for the adrenaline of battles and quests. Darius Danger, grappling with the unexpected role reversal, must decide whether to utilize his newfound heroic capabilities or embrace villainy in his new guise. Owen Jones, feeling the pull of his darkened heart, faces the choice of embracing his villainous nature or striving to return to his former life.

Players must navigate challenges, puzzles, and moral dilemmas while delving deeper into the hearts and minds of these characters.

As the story progresses, the players encounter obstacles that test their resolve and challenge their decisions. Sir Rhys faces bureaucratic challenges and financial woes in his newfound accounting role. Darius Danger struggles with the honor and responsibilities of being a hero. Owen Jones grapples with the consequences of embracing his darker impulses.

Each character's story arc intertwines, influencing one another's paths as players make pivotal choices that shape the narrative.

The intertwined destinies of Sir Rhys, Darius Danger, and Owen Jones finally converge. The players must strategize and make alliances among the characters to overcome a common nemesis threatening Techtonia. Each character's unique abilities and insights gained from their altered roles contribute to this crucial moment.

Players must decide whether to restore the original order or embrace the new paradigm, which leads to various branching paths and endings.

In this penultimate level, players face the ultimate decision. They can work towards restoring the roles to their original state, striving for a return to normalcy. Alternatively, they can embrace the unforeseen changes, unlocking potential new paths where the characters thrive in their swapped roles.

The choices made in this critical juncture shape the final outcome of the game.

In the final level, the players witness the consequences of their choices. Depending on their decisions, they witness the restoration of Techtonia to its former state or a new era where characters have adapted and excelled in their swapped roles.

The game culminates in multiple endings, each reflecting the diverse outcomes based on the players' actions and choices throughout the narrative.

Whether it's restoring order or embracing the unpredictable, The Unpredictable Swap delivers a captivating journey that challenges players' moral compass and decision-making skills in a world turned upside down.

## Character Design

**Sir Rhys**  
**Motivations:** Initially driven by duty and honour to protect Techtonia, Sir Rhys yearns for the thrill of adventure and battle. He seeks to reclaim his former heroic life, feeling confined and unfulfilled in his new accountant role.  
**Personality:** Brave, determined, and honorable, Sir Rhys embodies the classic knightly virtues. However, he becomes increasingly frustrated and restless in his mundane role, craving action and purpose.  
**Appearance:** Tall, muscular build with chiseled features, adorned in gleaming armour, now replaced by office attire, looking out of place in the accountant's environment.  
**Goals:** Sir Rhys's primary goal is to regain his former life as a valiant tech knight, fighting evil and restoring order to Techtonia. He wants to break free from the confines of his current predicament and find his way back to heroism.  
**Wants and Needs:** He wants adventure, purpose, and the rush of battle. His need lies in finding a way to reconcile his old heroic self with the unexpected reality, understanding that heroism can manifest in different forms.

**Darius Danger**  
**Motivations:** Initially obsessed with world domination, Darius Danger is now thrust into the unfamiliar role of a hero. His motivations shift as he grapples with his newfound moral compass and the honour of being a hero.  
**Personality:** Calculating, power-hungry, and ambitious, Darius Danger is now conflicted and disoriented, struggling to reconcile his former villainous self with the responsibilities of a hero.  
**Appearance:** Once the epitome of villainy, Darius now wears the armour of a tech knight, looking imposing but uneasy, torn between his past and present roles.  
**Goals:** Darius's primary goal is to navigate the complexities of being a hero, understanding the weight of responsibility that comes with it. He grapples with choices between embracing his newfound heroic capabilities or reverting to his previous villainous ways.  
**Wants and Needs:** He wants control and power but needs to discover a new sense of purpose and honour. His need lies in finding redemption and forging a new identity that aligns with his unexpected heroic nature.

**Owen Jones**  
**Motivations:** Initially leading an unassuming life, Owen Jones discovers newfound powers and inclinations toward villainy after the catastrophic event. His motivations are conflicted as he struggles with the pull of his darkened heart.  
**Personality:** Mild-mannered and ordinary, Owen undergoes a transformation, feeling torn between his inherent goodness and the allure of his darker impulses.  
**Appearance:** Initially, an average-looking accountant, Owen discovers powers that manifest in subtle yet noticeable ways, showcasing a conflicted demeanor.  
**Goals:** Owen's primary goal is to navigate the conflict within himself, torn between embracing his newfound villainous tendencies and striving to return to his former, mundane life.  
**Wants and Needs:** He wants excitement and power but needs to reconcile his inner conflict, finding a balance between his newfound abilities and his innate sense of morality. His need lies in finding a way to control and harness his powers for good.

## Narrative Structure

**Level 1: "The Twisted Fate"** Techtonia faces a catastrophic event, thrusting Sir Rhys into an accounting role, Darius Danger into the mantle of a hero, and Owen Jones discovering his villainous potential. Players navigate their confusion and make initial decisions as each character grapples with their unexpected new life.

**Level 2: "Diverging Paths"** Sir Rhys tackles bureaucratic challenges, Darius Danger confronts the moral complexities of heroism, and Owen Jones struggles with embracing or resisting his darker impulses. Players navigate moral dilemmas while delving into the hearts of these characters, shaping their evolving narratives.

**Level 3: "Converging Destinies"** The intertwined fates of Sir Rhys, Darius Danger, and Owen Jones culminate as players must strategize and forge alliances among characters to face a common threat. Each character's unique abilities contribute to a crucial moment, influencing the story's outcome.

**Level 4: "The Crossroads"** Players face the ultimate decision: restore the original order or embrace the new paradigm where characters excel in their swapped roles. This critical juncture offers branching paths and endings, shaping the final outcome of the game.

**Level 5: "The Repercussions"** The consequences of players' decisions unfold as they witness either the restoration of Techtonia to its former state or the emergence of a new era where characters adapt and thrive in their swapped roles, showcasing diverse outcomes based on earlier choices.

**Level 6: "Epilogue of Diversity"** The game culminates in multiple endings reflecting the players' actions and choices throughout the narrative. Whether embracing unpredictability or restoring order, players witness the consequences of their decisions, concluding the captivating journey of The Unpredictable Swap.

## Level Design

Beat Chart

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | ***Level Name*** | | | | |  |
|  | **Level01** | **Level02** | **Level03** | **Level04** | **Level 5** | **Level06** |
| **Location** | Techtonia | Techtonia | Tech Knight HQ | Work Building | Source of the Swap | The Lair |
| **Gameplay** | Fighting, Puzzle Solving | Fighting, Puzzle Solving | Fighting, Puzzle Solving | Fighting, Puzzle Solving | Fighting, Puzzle Solving | Fighting, Puzzle Solving |
| **Objective** | Introduction to the game | Explore the new roles | Bring the characters together | Face the ultimate decision | Restore or preserve Techtonia | Face the final boss |
| **Story Beat** | The Unpredictable Swap occurs | The three characters explore their new roles | The fates of the three characters intertwine | The characters must make a choice | The character either restore or preserve Techtonia | The final battle occurs |
| **New weapon** | Laser Sword | Machine Gun | Axes | Nunchucks | Cannon | Golden Laser Sword |
| **Enemies** | Darius Danger | Goblins | Goblins | Aliens | Darius Danger or Owen Jones | Darius Danger or Owen Jones |
| **Mechanics** | Fighting, Puzzle Skills | Fighting, Puzzle Skills | Fighting, Puzzle Skills | Fighting, Puzzle Skills | Fighting, Puzzle Skills | Fighting, Puzzle Skills |
| **NPC** | Civilians | Civilians | Civilians | Civilians | Civilians | Civilians |
| **Bonus Material** | Treasure | Treasure | Treasure | Treasure | Treasure | Treasure |
| **Time of day** | Night | Morning | Afternoon | Afternoon | Night | Night |
| **Colour mapping** | Blue | Blue | Blue | Blue | Blue | Blue |

## Github Portfolio

https://github.com/20102052/The-Unpredictable-Swap