Main Character List:

Aiden Blackbird – Protagonist (Futuristic suits still)

Ethan Hunter – Protagonist

Rowan – Healer (Friend)

Destiny Blackheart – Antagonist

Hope Salizad – Antagonist

Notes about the story :

* The game will be in third person to build a better emotional connection with the player and the audience
* The story will not be explained upfront to the audience, instead the story will be conveyed through flashes of memory, for example the audience will not know that they as children killed Destiny but it will be shown in some memories (where the player doesn’t have control)
* I am ditching the old story because it is too controlling, I want free roam, with the ability to play and finish the story…e
  + The story will consist of:
    - Survival
    - Stealth
    - Combat
    - Caring for Friend
    - Mystery

We need a mystery in the forest, so the player can solve it w/ free reign of the movement and flow of the story :

Okay we work backwards, what do I want inside the story?

* Friend gets hurt, care for him and protect him
* Prison Escape
* Stealth and Fantasy

Idea #01 –

Ideas – You don’t know what the package is and you get it delivered to your doorstep ( you live in a watch tower ) and you are told to deliver at all costs. Friend is not evil here and you take it and try and figure out what it is and realise it is a bomb which is to be delivered to your own control headquarters.

Idea #02 -

You live in a watch tower, you are a special op agent along with your friend (futuristic still w/ fantasy) and you are told to infiltrate an enemy base and deliver a bomb (not a normal bomb a fantasy based atomic bomb) , because you are on the border of the war lines being the final watch towers. Along the way you face a great deal of perils for both yourself and your friend but both of you are sworn to your army and will do anything to plant the bomb but you also take care of your friend if he gets injured. You have to take the long way around through a major landscape (designed after the maroon bells) and other scene routes. There are enemy forces planted the entire way + other rouge groups, scavengers and futuristic enemies + fantastical bosses stopping you from reaching your destination.

* You need to deliver a package so you need stealth
* On the way your friend gets kidnapped
* And you have to find him and they want the package

Questions that need answering :

* What is the package
* Where were you delivering it and why
* Why did they kidnap him
* Why do they want the package
* Did you have prior knowledge about the group that wanted the package
* Is your friend evil or not
* What troubles (in order do you face)
* Some underlying storyline or no?
* Ending?
* Main groups and characters in the game

Notes : It’s like a campaign

Idea #03 –

You and your friend live on a beautiful mountain top looking over views but you are there for a reason, you are on a post as the line of dewfense on a great barrier along with a comrade who you just met at the start of the game because you two were selected as the most formidable soldiers in the entire army. Your commanders (higher ups have a different suit) give you a constructed atomic bomb (fantastical object has glowing stuff). Your job is to reach the destination in any way you choose but it must be kept away from enemy hands as the tech used in the bombs could change the direction of the way very quickly. They explain sending planes or a large amount of units because the war is almost already lost and they know this so they will start to charge in 2 weeks… This is our last hope. The enemy is mainly fantastical creatures with some traitorous humans not just witches etc… (Get ideas from that steam game for characters) Different posts are assigned for the creatures, many events can occur like kidnapping from side groups, you must survive and protect each other and use stealth, survival and combat to beat your way around the enemies and side groups and make sure they don’t alert you. Your end goal is to infiltrate the enemy base somehow and plant this bomb in the midst of the control centre and set a timer and escape before the bomb explodes… The story is continuous, the player has all the ability to make any decision at any point, he can return to the fortress for supplies, swords whatever weapons your heart desires of course weapons can slow you down and more items you carry slower etc.… ammo is needed. But all this time when you waste time the two-week timer is slowly running out and you will need to hurry up. You can get a map and plot out the best way you would like to travel but all enemy defences will be marked but side enemies will not, when you plot it will show in game world. Communication will be done through continuous robot noises like R2-D2 but dialogue will be shown. It will be a long long journey with many combat fights, logic problems, moral dilemmas, twists, stealth issues, prison escapes all whilst fighting against time and humor through dialogue.

Questions

* Characters
* Possible Complications along the way
* Communication
* Locations
* Objectives
* About the war
* Types of Creatures and About them
* About the delivery
* Features / Ways problems can be solved
* How much free reign?