Overarching story line :

**IDEA #1:**

All enemies in the game (including your friend) is hungry for the last battery in your suit which was created and engineered by you to allow you to survive on this planet. You made one for you and your friend and with it’s power any enemy can use it to produce new and dangerous technology. One such creature is the dark elves who have your friend’s son hostage and have promised to return them if you trick you to coming to the elven lands where they will kill you and take your battery to power their part of the world.

As far as you know, your friend was tricking you all along making you believe that he had no idea where they went. In fact that’s the whole reason that you are in the forest, you were looking for them. This can be conveyed through dialogue like ‘Don’t worry, we will find them.’

So your ‘friend’ was always loyal but he had to trick you to go the dark elves to save his family. The end scene is extremely emotional and everything needs to come to the reader all at once. When you reach the gates of the elven palace (near the end), you are carrying your friend and then the cut scene plays (he says he’s sorry) then a sword is stormed through you. You wake up, unconscious, running out of your backup power. Now you have a time limit of your life, you need to get in and get back your battery.

In the end of the story the witch queen does get the batteries of both Aiden and Ethan and her last words are to them ‘Run…’ and then the game finished promising another one in the making.

You flee the kingdom with witches and all just laughing at you, then you go out and call upon all the warriors in the land that survived. Create an alliance and go to war. [Story as well]...

**Show all of the backstories as cut scenes so no dialogue is needed.**

**The story needs different choices throughout the game**

**Characters:**

Your name: Aiden Blackbird

* Character: Aiden is the most loyal friend anyone can have. He is extremely resilient and never wants to give up. The problem is that he trusts too easily without a doubt in his mind about anyone he loves’ motivations.
* [Cut scene] Backstory: When you were born your mum was dying and she knew that she was going to die so she left you on the front of a cottage of a woodcutter with a name tag ‘Aiden Blackbird’ and then died on the spot. The next morning when the lady went outside she found the baby and took him in, where she places you next to another baby (Your friend / brother). The cut scene fades out and you grow up along side your brother and you see them playing with each other, fighting and learning how to fight. You can see you always building things and technology (this is important) as once you grow up you find out how to make the battery that can power a suit for you and your brother.
* Motivation for living: Wanted to start a colony of humans because it has been over a hundred years since the humans split up into small sections and being hunted mercilessly by these beasts just like his mother who was bitten viciously by a wolf (shown in cut scene). In the end Aiden and Ethan team up to kill the evil queen and take her kingdom and provide sanctuary for all humans.

Your friends name: Ethan Hunter

* Character : Ethan and Aiden have always been like brothers since they were put together, each giving 100% loyalty to each other and never ‘not trusting’ each other. But due to the circumstances, Ethan had to take advantage of this because he didn’t know how loyal Aiden actually was. In fact Aiden would’ve given his life to keep them safe. Ethan is a gentle but powerful character, who has hunting experience just like Aiden, except Aiden is more polished in his fighting ability. Ethan has no practical knowledge about technology therefore he doesn’t understand the amount of power he will be giving over to the high elves when he steals the battery from Aiden and passes out on to them. Throughout the whole story you have no suspicion of Ethan at all, you always feel like he is warm and kind to you and even saves your life a couple of times, but he is always worried like something is bothering him (you would understand that this is natural as he has just lost his family…)
* Backstory: He was always alongside Aiden and was always a year older than Aiden since he was born, they both trained together and lived together. They always had each other’s backs and never let go so the trust between them was amazing. So they blindly follow each other.

Destiny Blackheart –

* The heir to the throne of the witch kingdom of the forest (The biggest kingdom), this kingdom usually was quiet and ruled in their own premises but the heir had different ideas and brought the entire forest to it’s knees.
* When she was in the beginning of her ruling she didn’t have much protection and she was careless, so Aiden and Ethan were able to sneak in as kids (being small) and kill her in her sleep.
* Her companions revived her and she was in a coma for around 20 years and just recently woke up without a single memory lost, she remembers the boys who killed her and she also wants revenge.

Personality: Quick tempered, lingering, evil

Loyal to her companions and will help them out when they are in need, her truth is covered by rage and the need for revenge.

Hope Salizad –

* The right arm to Destiny Blackheart, they are best friends and would sacrifice each other’s lives for each other.
* In truth, Hope sacrificed herself in order to bring Destiny back from the dead to continue ruling the land but once Destiny was back, she found a 100 witches and sacrificed them to bring Hope back from the dead.
* Hope was sent out as a helper to trick them and bring them to her.
* Hope is extremely loyal and tricky, she is a very good actor and very charming…

**THE WITCH KINGDOM IS IMPORTING MONSTERS OF ALL KINDS FROM THE OTHER LANDS TO BE THEIR GUARDS etc.. this will be revealed when you see the monsters coming onto the land through the ships on the docks.**

- One of the monsters are flying dragons

- Death eaters (like in harry potter)

**Re-written story form:**

[Where do you live] [What time why] [Who are you and who is your friend and your backstories] [Recent events (Awakening of the queen) ] [About the forest ] [ Who lives in the forest]

* [Backstory of the forest and it’s creatures]
* [What is currently happening in the forest]
* [The creatures are returning due to the queens awakening]
* [The suits that you have created and their power]
* [The way your friend’s family got captured]
* [How he tried and got caught]
* [How he was forced to trick his friend]
* (NOT NEEDED AT THIS POINT) [Secrets of the forest] [Problems through the forest]
* [Ending of the first part] [Fleeing and the amends]
* [Calling on the lost warriors][All the witches in full power][You hatch a plan and split up troops][Take over the kingdom]
* [Turn it into your home][The full possible endings]
* [Different options and selections that can be made and their effect]
* **[Story from when he started his journey** … **Create a map and then write about the journey]**

*[Backstory of the witch queen (you stopped her before and she wants revenge)]*

SETUP]

The overarching storyline is that they need to kill the evil witch queen called Destiny Blackheart ~ who they killed 13 years ago but her companions have sacrificed themselves to awaken the queen once more. And how you get to the palace and take her out again is the story… You will try and fail by yourselves but soo

You live on the top of a misty green mountain filled with beauty with your friend on an isolated land, this place gives you your water and sanctuary, you see the sun rise up in the morning between the mountains and you are filled with the most spectacular green forest with mist pouring over it and the rays of sun bouncing off of the mist. You live in a humble house with some rooms, one for you with technology scattered everywhere as you are the engineer and Ethan lives next to you and his room is filled with fighting equipment. Near your house grows a beautiful oak which bends over the top of the mountains and bears some beautiful fruit. The most beautiful grass covers the little land with flowers and more things of such beauty. The lace is not too unrealistic with it’s own flaws here and there and places of human error, but there is a ladder which leads down into the misty forest.

You and Ethan live in the time of death and despair where only the strongest warriors have survived the wrath of the evil queen (name here), she broke the peace between men and the creatures of the forest and no one on this side of the planet has survived except for those who could fight. These mighty warriors went into to hiding and Ethan and Aiden are one of them. Now to survive you and your friend are hunting in very close quarters to your mountain. The queen of the witch kingdom only wants one thing and that is the power to infinite power technology that the men created before they all died, one battery could be stored and could power an entire kingdom at once. These batteries are currently inside your suits and the evil witch queen tried to get her hands on it but the brave men who guarded the secret of the battery didn’t allow her to take it and sacrificed their own lives to protect the ancient secret and now only 2 batteries remain and they belong to the suits.

A few years ago when the battle was still fresh, you and Aiden sneaked into the palace and killed her, but her companions were able to rise her from the dead using their own sacrifice and now she is seeking Aiden and Ethan not only for the battery but also for revenge.

You never knew your parents but your mum left you in the snow next to a woodcutters house, the lady took you in just before the war began and soon when the war began the lady who took care of you and Ethan died but before she did, she hid you and Ethan in a closet to make sure you would survive and one day bring peace to the land. A tale of brother ship begins there. You trained and trained until a decade of training passed you both felt that you were ready to kill the evil witch queen so you sneaked into the palace and killed her in her sleep and left and the forest was put back to it’s original state.

The forest has always been a peaceful place where the different species co-existed to some extent, but never had any real hate for each other, until the newly appointed queen of the witches decided that she wanted the entire forest to herself and after that it was full out war in the forest amongst the different species and humans included. The humans were winning the war and when she found out that some mysterious battery was aiding them in their unlimited technology, she needed it…

She sent all of her forces on the humans and even turned some of the other creatures of the humans who were overpowered and also were smart enough to understand what she wanted. So they all ran, killing their batteries so it would not work anymore and set fire to their own workshops so that the secret of the battery remained a secret, by this she was enraged and continued to take over the land of the forest. The remaining warriors fled the forest in defeat and some clumped together in clans and others survived as lone wolves all powered by their batteries.

The creatures in the forest have currently surrendered to the power of the witch queen as her power grows with the more territory she captures. All the creatures have fallen and it is only the humans who have been able to escape the wrath of the queen, she still seeks the battery and the two warriors that mercilessly killed her, in her sleep.

**Story Outline from Beginning of Player Experience:**

* You are out hunting with Ethan making jokes and having fun (make it known you are hunting)
* You keep searching and going deeper and deeper into the forest
* Then you realise all the prey are missing and there is a massive shortage of food and there is blood and claw marks everywhere.
* The trees are knocked down and there are signs saying, ‘welcome back my queen’, ‘all hail Destiny, our queen’
* ‘But… We killed her.’ ~ Ethan
* In the background you hear marching and swift movement and whispers.
* You both know what it is, ~The witches~ but go and check it out in a clearing.
* You both see an army gathering together and all the beasts waking up, it’s a mighty and powerful sight, they are all scattering throughout the woods and some are coming up towards you. MASSIVE STUFF AS WELL (BIGGER THAN TREES TOWERING BULLS WITH NOSE PEIRCINGS!!)
* You realise what they are after and who they are after
* You flee to your house before you can be seen and plan a way to end this (which won’t work)
* You make a plan and pack your things from your area and set off (users choice).
* You go on your way, trekking down and avoiding all of the beasts and if they spot you, you will have to fight, run and etc..
* There will be a lot of mini challenges and stories along the way of little survivors that you will help and kill etc…
* You may need food, water, sleep and you will have to be constructive about those things every time, you may be woken up in the middle of the night (everything is random)
* About ½ of the way into the forest (because palace is a long way away), the night wolves attack you and Ethan while you are sleeping and Ethan gets ferociously scratched and bitten on his right leg and he can’t move it anymore.
* You must fend for him, carry him and take care of him while completing your mission because it is too dangerous to turn back now. You re-locate your route to the nearest healer hut (mini-mission) …
* You reach the healers hut, but all you see is an abandoned house, with blood everywhere and scratching outside the doors saying (help me.)
* When you come outside of the healer’s hut you see a female with similar armour -> human, she is also on the same mission and you talk about how you’re going to stop her.
* The story makes you trust her and the main character slowly falls in love with the new girl.
* When you reach the stretches of the palace you try and find the cell room where all the healers are, you kill the guards (the prison room is massive with many guards and defences with lots of connections and technology)…
* You break in to the jail using some complex stealth, distractions and the humour of using your friends to complete the task.
* You sneak past the guards, pretend to be witches etc… and then you get to one of the healers and beg for their help in the condition that your friend is in now, the healer helps you through the iron bars and expects you to save this forest.
* You reach the palace and this is the hardest sneak in, you will have to take out many guards and sneak past the forces. When you are about to reach the front entrance the girl kicks you in the back and sabotages you.
* You are dragged into the throne room where Destiny sits on her throne and laughs at you, all you see is betrayal on your face. Two of her servant elves come along with an extractor and suck up all the batteries power into a vile and stick it into a generator and the once dull palace glows up and all the witch’s technology lights up and the whole palace glows in triumph.
* Destiny just laughs and makes fun of you, and personally comes down and attacks you several times over and over again until you both loose consciousness.
* You get thrown in prison alongside the healer who healed your friend, and once again heals you through the bars.
* You wake up restored against the wall, looking at your friend and he looking at you, we need to escape you say. But how? You lost your suits.
* **[ELABORATE prison ESCAPE IS MAIN ELEMENT]** You escape alongside the healer who will join your forces (he will play a part in the escape), you sneak out and you have to make sure you don’t initiate any combat. You can steal some weapons from sneak attacks but it will be a lot harder to fight with and won’t be as agile. **When you are escaping you can use the crafting system to use whatever you have available. (There should be multiple solutions for fun).**
* Your friend suggests we go a different route this time as it would be safer to go along the outside route but it is still your choice.
* You go through and back to your house while sneaking through and surviving which is even harder now.
* As you travel through the forest you see the entire forest in shreds and is slowly starting to loose the beauty it had in the start, it is now in flames or broken here and there, there are people getting hunted by the witches and rouge mobs.
* You reach your home through many challenges on the way back as well.
* You reach the peaceful mountain on the hill and when you overlook the entire forest now, all you see is death and destruction which is not what you saw in the beginning.
* You tell them that the only way of winning this war and reclaiming the land is to call on the help of all the humans that still live.
* You send out flares which are the traditional war colors of the humans, and you sit down and wait (time-lapse sequence)…
* Then all of a sudden epic music and there are flares with similar colors coming up from all over the landscape, you tell your friend to quickly note down the positions (there are 7 flares).
* You tell them that you will take three of the flare positions and you all split up and take your own positions and the idea is to bring all the clans together in one position.
* You collect all your resources again and begin your journey to find all of the clans.
* This will not be easy, the road ahead is long and tedious and without your friends you have to be a lone wolf and be even more careful when you go through the forest.
* You overcome all your obstacles on the way and when you reach the first clan hut, they think that you are evil and almost kill you before you explain to them what is going on and how they can help reclaim the land. They give you a rudimentary suit which will be enough for now. You tell their scouts to go get the other clans and meet them and your house and you take the rest of the clan with you to your house.
* The way back is also tedious especially with a large amount of people, you will have to guide their direction and the actions that they do. There will be some enemy campsites that you see and you will have to take down and take their food and weapons. **{MAKE SURE THE INTERACTION BETWEEN THE CLAN LEADER ETC IS MEANINGFUL}**
* In one of the campsites the leader of your clan gets shot with an arrow and you claim the leadership position after an emotional death sequence.
* You reach home and the other two are already back with their clans and now we are ready for the hostile takeover.
* You all plan how you will surround and take down the kingdom, you see the different army camps and devise a plan to take them by surprise in different areas at the same time. Full scale war at their strongest bases and the rest of the creatures will flee and then they will all clump together and take the palace down together. **{War Strategy element [Selecting troop, type position etc… 3D View you can fly there when on map and place troops imaginary they will travel there}**
* **Boss Fights of massive creatures protecting the queen…**
* You go into the throne room when all her comrades are dead and she is the only one alive, she still has that essence about her. She tries to escape but your army surrounds her and you walk up and with some awesome animations of the sword you plunge it into her.
* Her crown rolls to the floor, you pick it up and put it on and sit on the throne, welcome to a new world humans…

**Creatures of the forest:**

­­ http://www.fantasynamegenerators.com/world-of-warcraft.php#.WpCZUkxuJzk

* The humans : The war between the humans and the witches nearly killed all the humans over 35 years ago. They were the most technologically advanced and didn’t have any magic of any sort. The died protecting the battery from the witch queen and our protagonists are from the human race.
* The witches : They were always enclosed within their own kingdom, sometimes they would come out to hunt the forest and have fun, but they were usually quiet and kept to themselves, but extremely lethal. When the original queen died her heir took over who had other plans, when she was in combat years ago she went up against face to face with the humans and when she experienced the power of the battery she got greedy, she went full out war and convinced other great leaders to want to get the battery, she started a full scale war against the humans and the forest was divided into two clans…
* The elves : These guys fought against the witches alongside the humans and as a result of this, they are in possession of some advanced technology. They will help you if you come around their place but they are mostly gone and anyone that opposed the witches are almost extinct.
* The ghouls : Fought against humans… High level amongst the witch army ranks.
* The night wolves : Fought against humans… The dogs and pets of the witches.
* The dwarves : On the good side (humans).. Still very traditional and support you in the sense of weaspons.
* The dragons : The dragons are one of the highest on the roles of the army : They serve the important purpose of taking the witch queen places and defending the kingdom, even though the
* The stalkers : Quite low amongst the witches rank’s but play an important role on informing the queen what is going on, they have a metaphysical body, so nothing can kill them and they can’t kill anyone. They are mainly used to stalk people with important target’s on their backs and you can know that the witch is watching them.
* The rebel clans : Most of the survivors of the war went into hiding, some gathered into smaller groups and survived together, but some went alone. The small groups are now clans, that live in specific regions of the forest and keep the territory safe from anyone else, using thick outer wall and surviving within those walls, they farm all of their own food from scratch with irrigation systems and make their own water etc.
* Spiders : Massive spiders, which are black and furry with big claws in the front, these guys are always at the bottom of the forest, they move in herds throughout the forest with their fellow comrades, they run through the forest really quickly and you have to hide as fighting these guys can only be done through skilled players.
* Other creatures : **As you progress in character design make sure you experiment with different ideas and you add them into the game and make sure that they are in different regions.**
* Movement is controlled through perlin noise obviously.

**The Map Details**

* The map must include
  + The place where they live
  + Witch kingdom
  + Water streams
  + Healers
  + The Different kingdoms
  + Regioned Names
  + Problematic areas
  + Army camps
  + Jails
  + Weapon Places
  + Region of control
  + Attack and danger places
  + Food shortage areas
  + Horde paths (random)
* Then split up the different regions and make them more detailed (save as separate)…

**STORY TELLING THROUGH LEVEL DESIGN**

I had a brilliant idea just now, what if events such as Ethan getting hurt by the wolves and all came down to how you made your decisions, different things can go wrong which will lead to different endings. For example in the heat of the moment you can choose to save Ethan or the girl and that will be the leading factor etc… but not so generic choices. The path you take will also affect the different outcomes, but some key events such as getting thrown in jail will occur no matter what.

**Compulsory Events:**

* Starting off hunting
* finding out about the queen’s plans
  + now you are in free roam until you find something to do, all the elements in the game will react to you based on what stage you are in.
    - for example…
    - You can charge into the castle and try kill her directly, you may be able to do it but you will lack resources and things will be so much harder for you.
    - You can go home and collect your resources or something…
  + In order to make sure that the player knows his options, your friend can constantly suggest ideas when you look like you are lost… (Make an alogorithm to detect when the player is going in the wrong direction etc…) maybe if he marches right on towards the castle then the friend can say, woah dude maybe we should go back and collect some resources.
* But we cannot predict all of the events that could possibly happen, so to counteract this, we could have emotion levels which can measure emotions based on decision… For example lack of weapons and enemies += fear… etc…
* Lack of food and enemies += Fear + Resources
* So if you are far from home, need food and didn’t return home (stage 1) then you can suggest that you go back to get some food or you can try and hunt in the cold forest where everything is dying.

**All the measures of the emotions can lead to dialogue based on distances from places and checkpoint in the story…**

forest choices and outlines (different connecting points work on in library)…

* > Will work on this as soon as you finish the basics of the map which needs to be done very soon