**Story Concept One:**

The princess has gone missing from the castle, and from the city as a whole, as is learned by the King from his brother. The two discuss the probability of her being taken by or a spell being placed on her by the evil wizard, Dapaidanon. After coming to this conclusion, the King sends for the acquisition of his finest and bravest knight. The knight travels through the land; out of the city, toward the outskirts, through the forest, and into the cave. During his travels, he meets many creatures and people that help his quest. He must use these clues to generate an idea of where the princess has gone.

However, during his adventure, there are other evil individuals that lurk in the land that are attempting to confuse and bait the knight to them. Dapaidanon is doing his best to try and find and capture the knight, and as a result, some of the “friends” the knight meets in his travels may not be so trustworthy, and are set on distracting or misdirecting the knight during his quest. Should he fall victim, he must fight off the wizards, witches, bears, wolves, and other creatures that he will encounter. After claiming victory, he returns to his quest to find the princess, but for a price. One of these “incorrect” pathways leads to the wizard. This raises the question to the knight (and to the player); if the evil wizard is beaten, where is the princess? What happened to her?

Should he choose correctly, the knight discovers that she has been lured away from her home and taken away by her uncle, and not the wizard. Seeing as how the princess would trust her own uncle, it was easy for him to seize the opportunity. The hero must then fight and conquer him in order to save the princess and bring her home. After he claims victory, he brings the princess home, and the King lectures her on how she should not be so trusting and gullible to others, and that she must check with him being leaving the castle unattended.

**INTRO:** The game starts off with a small “cutscene” between King Gerald Benson and his brother, Richard, about the princess going missing. Princess Amelia is barely a teenager and by no means is able to survive outside of the city, so it is very important that she is found. Richard and Gerald discuss the possibilities of any captors, or reasons the princess may have ran away. The first to come to their mind is the evil Wizard, Dapaidanon. King Gerald calls for the bravest and most diligent knight (the player), to find and rescue his daughter.

**MAIN QUEST:** The knight, who is found finishing up his training for the day, is told of the task he has been assigned to by the King. A painting of Amelia is given to the knight to take with him, so he can view traits about her. He then sets out on his quest, asking around the city and neighboring towns, searching for clues and listening to observations. He must also gather items like boots, new weapons, shields, and potions to assist him in his journey.

**SIDE QUEST(S):** The other evils that lurk outside of the walls of the city have been trying to pick off men and women within the castle walls to reduce their numbers. While searching for clues about the princess’ whereabouts, these evils have always placed clues and “employed” people to give the knight lies in an attempt to trick him. Should the player fall for these tricks, and choose the wrong path at the end, he will have to fight enemies instead of save the princess. He may succeed and move on to find the princess again, but it will come at a price.  
(Example: Princess Amelia is blonde, and should be known by the player. An NPC may say he saw a brunette girl running north. This is obviously false, however if the player is not on their toes, they will believe this character.)

**ENDING:** After the princess has been found and returned to the castle, King Gerald thanks the knight and offers a bit of insight into the dangers of predators, comparing what had happened to how wild beasts stalk on their prey. The uncle, who was found out to have lured the princess, is brought back in shackles and the screen fades as the King deals with him.

**NOTES:**

* The players can choose a male or female knight. While we wrote the story concept from a narrator’s perspective in which the character was male, we felt that limiting the players to being forced to choose a male could take about from the partial immersion into the story we want to convey.
* While we want the purpose of the game to stick to the theme of “methods” used by predators and ways to avoid them, we still want it to feel like a game and feel like it isn’t just players reading a book with fancy animations, essentially.
* All clues and hints in the game will be logged into a journal accessible by the player. This allows them to look back and see what they’ve found out about the princess, and (should they choose) give them a way to deduce which clues may be lies and which are truths.
* The concept written above mentioned that the knight can continue his story, but suffer consequences for choosing the wrong path to follow. We thought of an idea of having a “point” type of system within the game. The player gets points for finding clues, for making good decisions (like not telling every NPC their real name), and solving puzzles. However, the player can also lose points by following bad clues, ignoring trustworthy NPCs, and incorrectly following clues. We decided this would be a relatively simple and subtle way to help encourage those who are playing to look at what they’re given, make intelligent and thought out decisions, and learn from their mistakes. While the world is dangerous, there are people who you can and should trust so they can help you.
* **MOST IMPORTANT:** These are some early-stage ideas we have thought of in our team of 4. Any and all of these options are available for change, and we are instruments for your design. We appreciate your consideration of our ideas, but will not be offended should you feel a different route is best, and we will do our best to provide you with the best product we can create.