

## Storyline Ideas for A3

The game should have basic storylines and quests available that keep kids wanting to do their chores so that they can continue and succeed, the level of challenge should be enough that kids may want to improve their work ethic to be better in game but also making it possible to achieve goals based on parents expectations of their child. The main story's feature would consist of random generated missions using simple templates and could work in a few possible ways using age brackets to determine detail and difficulties and an option for parents to create their own stories based on possible package deals.

Young children (between 6-12) could get a story that mostly involve simple adventures, puzzles and combat with goblins, giant ants and things that would not scare a child but also keep their attention with images of these creatures, and parents could set up the app so that their kids would only be able to access the particular age restriction using their own mobile device/s. And each mission would likely be a few simple phases.

1. Shopping phase: the child after completing their chores is given an amount of in game currency determined either by the parents or by a pre selected chores list.
2. Mission phase: the next two or three phases would be missions and based on choices made during the shopping phase could vary in difficulty and outcomes ranging from extra loot items, new companions who will give a bonus or traps set for the Boss Phase
3. Boss phase: this would be the last phase, the boss would have a degree of difficulty that changes based on the previous mission phases and shopping phases the boss could suffer penalties or even bonuses should the player fail or skip a mission.
4. Trophy phase: after the last phase (Boss Phase) the player could receive a trophy, this trophy based on the boss would/could offer the player a small bonus as a reward, this why when the child plays the game next they feel like they still have something for all their effort.

Young adults (ages 13-16) are often still expected to keep a work ethic around their home and this age bracket would give them a little more challenge, as it may mean harder chores assigned by parents. The story would feature longer quests, more phases and larger details. Monsters would range from the common goblin to ghosts, zombies and things for a more mature audience should they be interested in the game. The phases would be set up the same as above but more could be included, perhaps additional shopping phases or a mid quest boss.

Personalised Experience modes could be included, where parents would have initial quest cards, mission templates and inventory. They could set up quests with items they choose and the stories they want their child to experience. It's possible that in-app purchases will be available that expand the list of missions, creating bigger or smaller quests and just allowing for as many options as the parent wants whilst also allowing the app to continue running.

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## Quests

Below are two examples of quests for each age bracket to explain how we would envision our game running starting with the age 6-12 quest

The Goblin camp: the player encounters a goblin setup where they can see several points of interest, a prisoner of the goblins, a captured trade caravan and the goblins themselves. The player will now have a choice of what interests them the most and then be given a task based around them.

- Investigating the prisoner they whisper for your aid, they say they don't have a key but it's possible these goblins have left it close by. The player could spend time searching (Player stats decided by class and purchased during the shopping phase would make a digital dice roll) if they purchased thieves tools they could pick the lock with ease, or they could attempt to use strength to break down the cage. Success would see the player rewarded with a companion, one of the base classes that will help in any battles.
- The Caravan cart: the caravan cart would be a simple instance where the player would attempt a digital dice roll and search through it, they would find an item of importance to the boss phase (a definite find no chance to fail) any further success would grant a number of items based on the successful roll however the goblins catch wind of your snooping and chase you out of their camp.
- Confronting the goblins would see you in a battle, based on your class you will have HP/MP skills and weapons equipped, the goal would be simple maintain your health and other resources because you won't get a chance to rest (Unless parents have created a personal quest that involves resting. Upon victory you would gain a level up which will grant more abilities to use and better stats, losing the fight would not end the game you will be sent back to the shopping phase where any remaining money could be spent to try the assigned quest again.

## Young Adult Quest Idea

The Battlefield: The player has adventured for several days and nights after their shopping phase and have come to an old battlefield, a mass grave of soldiers who died at war the player is given the choice to scour the field for any usable supplies. Investigate a still standing war tent or continue on the path as the air around them feels oppressive.

- Scouring the battlefield would net the players items based on their class and a digital roll based on stats like perception (as noted in the goblin quest these stats can be upgraded with money) however they do end up disturbing the bones of a warrior and will be in a fight with a skeleton or zombie enemy and will have to fight like with the goblin quest. Skeletons and Zombies being undead would have weaknesses to holy water and other magic but resistant to physical attacks so players will have to plan ahead, however the fight can be passed with or without the best tools.

- The war tent has a map of the land and shows you a landmark (Based on the final quest that has been generated) it will also tell you a secret about the place unlocking a secret action to be carried out that could affect the final encounter.
- Leaving the battlefield would simply not reward nor would it punish the player either, it would simply be a means to reserve their energy and save them any risk.