# storyline scene

: storyline setting  
 :: storyline branch

-> storyline action

=> monologues/dialogues (talking)

[ ] story condition  
 [-] end of condition

§ cutscene

Main: main character;

Other: second character;

Both: main and second character

**World**

2 teenage siblings, a boy and a girl, live in a poor village and a poor family. One day, the village’s cruel ruler increases the tax and the siblings’ family can’t pay anymore. To save their family, the siblings venture outside the village to find one of the rumored magic wands from the kingdom’s capital, which could be used to protect the family from the ruler and make some money…

* The levels are 3D semi-unboxed and the levels’ map is similar to Castle Crashers’. The player can only go back and forth one level unless he has a space wand.
* The kingdom is limited by a wall and the ocean
* Buildings can be entered and houses are populated.
* NPCs can be interacted with
* The players can move during dialogues
* The main player can skip dialogues

**Mechanics**

* Time wands can be used to time travel and evil wizards might use it to make the player restart a level. Furthermore, the wizard’s AI remembers the original player’s moves and adapts to them.
* Time wands can be used by a player to restart a level and/or to select a time and date to do a level (can also pick the future).
* The world has a day/night cycle and seasons. Some monsters only appear at certain seasons, depending on the day’s luminosity or depending on the weather.
* The world multiple weathers: sunny, cloudy, raining
* The difficulty of a level can change depending on the weather and time of day. The player might want to wait and explore a little while a difficult level becomes more accessible.

**Zones**

* 1. Starter village (Poorest village in the kingdom)
* 2. Starter village farm land
* 3. Starter village empty fields and small forests (located after farmland)
* 4. Swamp
* 5. Round mountains range
* 6. Rich city populated by rich merchants & nobles (surrounded by its farms)
* 7. Merchant city populated by middle class merchants
* 8. Maritime village
* 9. Royal city
* 10. Wizards’ dark forest
* 11. Wizard tower
* 12. Mystical mountains (In it is located the power wand which can merge wands together)
* 13. Magic desert
* 14. Oasis in magic desert
* 15. Other small villages around the kingdom
* New continent (For the sequel. Could make a cutscene showing a beautiful magical world in the end. Either as a dream or reality depending on which end branch the player took.)

**Political state**

* Peace with the other 2? Kingdoms
* Wall between kingdoms
* Other kingdoms can access the ocean for fishing by main water channels which are also used for trading. (So other kingdom ships can be seen.) (Kingdoms also use their side of the ocean, but fisherman close to the border & merchants use the main river through this kingdom.)
* Flags of kingdoms on ships and on merchants’ clothes

**Objects**

* Map (always has it by default)
* Sword
* Shield
* Wands
  + Fire
  + Water
  + Earth
  + Wind
* Food
  + Bread
  + Cheese
  + Apples

**Story**

1. Choose boy or girl as Main.
2. : Family house with 2 floors. The bedrooms are on the 2e floor. Poorish house and furniture.  
   -> Mother is cooking; father is working in the fields.  
   => Main to Other: “Let’s go play outside!”  
   ->Players can explore the village.
3. : In the main square of the village, a billboard is set on which the player can read: “Our great ruler Robert the great has raised the protection tax to 10 gold pieces to increase the village’s security. Anyone failing to comply will face the consequences.”  
   -> When a player reads it => Main: “He’s a fat pig who only wants the money for himself.” => Main: “We have to tell mom!”

:: If the player doesn’t return home within 15 minutes from leaving the house, he will see soldiers marching towards homes, including his. (This happens whether or not the player has seen the billboard.)

[not seen billboard] => Main: “What’s happening?! Let’s go home!”  
[seen billboard] => Main: “Oh no! Let’s go home!”  
[-]

§ Running towards the home bypassing the soldiers.

1. : House of the siblings  
   -> The players enter the house  
   => Both: “Mom…”  
   -> “Toc…Toc…Toc”  
   => Soldiers” “Open this door!”  
   -> The soldiers kick down the door. The shockwave throws back the players a little. (So they wouldn’t be in the way for the dialogue.)  
   => Soldier: “By declaration of our great ruler Robert the great, the village’s protection tax has been raised to 10 gold pieces to increase the village’s security. Anyone failing to comply will face the consequences.”  
   => Soldier: “We have come to collect.”  
   § Slowly and trembling, the mother fetches a small wooden chest and opens it in front of the guards. Inside it, there is only 7 gold pieces and a few silver and copper ones.  
   => Mother: “This is all we have…”  
   =>Mother: “Please, give us more time. We need this money to survive.”  
   ->Soldier takes the chest from the mother’s hands.  
   => Soldier: “You have 2 weeks to pay the 10 gold pieces. I take what you have has the fee for my benevolence.”  
   -> The mother starts crying and falls on her knees.  
   => Mother: “Please! ...”  
   => Soldier: “Hahaha” => “I’ll be back”
2. : Still in the house.  
   -> The mother gets up and in control of herself

=> Mother: “Kids. You have to leave the village. It is too dangerous for you to stay here. Take some food and leave tonight.”

=> Mother: “Try to find a place where we can start over. When you do, me and your father will try to join you.”  
=> Main: “You’re lying, aren’t you? …”  
=> Mother: “…”  
=> Other: “Mom …”  
=> Mother: “I love you two so much. Don’t forget it.”  
=> Main: “Don’t worry mom. We will be back to save the village.”  
=> Mother: “Take some supplies and GO!”  
-> The players can now find some food and leave the village.  
: The sun is setting when the players leave.  
[the main player lingers in the village for more than 10 minutes] => Other will say every 5 next minutes: “We have to leave!”  
[-]

1. : It is now dark and the players are on the edge of the village. Guards are stationed close by in small watch towers and the players have to escape without the guards seeing them. The towers have moving light rays illuminating some area and the players can’t be seen in them.  
   [Guards see them] -> Guard appears behind them. => Guard: “What are you two doing here? This is a restricted area. Go back to your homes.” -> The guard disappears into a watch tower.

[Players are caught a second time] § A guard arrives next to them and strikes them with his sword. [Graphic version] Blood gushes out from their wounds and a bloody “Game Over” appears on a black screen. [Non-graphic version] The players fall on the floor with Xs instead of their eyes and a red “Game Over” appears on a black screen.

[the players succeed in escaping]

: Outside the village in **Zone 2**  
=> Other: “Yes! We did it! We escaped!”  
=> Main: “Yeah… we escaped.”  
->Main takes map from pocket

=> Main: “Let’s see where to go now.”

: Screen fades to the interactive map

[-]