**Zacharias**

**Narrative:**

**Zacharias-Aristotle’s 7 golden rules**

**Plot:**

The main plot for this games is Zacharias setting out on this treacherous journey through wastelands after being banished by his father Ares. Zacharias is trying to prove to his father that he can overcome this and earn back his fathers trust. This story goes on to show what Zacharias can really be like when he’s put into such a strenuous position. He learns that he can survive by himself and with a little bit oh help along the way he can be strong physically and mentally. So the player gets to see Zacharias as a spoiled kid at the top of the pecking order to be plundered down to his lowest having to fight to prevail. Throughout the story we get to see that Zacharias didn’t need all the power he once had and has now shown off his skills and has become a better man for it. So being banished may have been the best thing that could have happened to him.

**Character:**

Zacharias is the son of Ares the god of war, in the beginning he is a very arrogant disrespectful young man, however he wasn’t always like this. When he was just a boy his mother sadly passed away leaving him with just his stern father to raise him, this gave him horrible traits and turned him from being the happy child he was to a nasty boy who cared for no one but himself. The people in the beginning of this story are all in the upper class of Mount Olympus, once the banishment happens we’re introduced to only a few characters apart from Zacharias, the only characters of importance during the main quest are Zeus and Athena. We see Zacharias is by himself for a very large portion of the game. At the beginning of the game Zacharias deserved everything he got being banished however once the player learns more about Zacharias they should start to feel real empathy for our main character.

**Theme:**

The theme for this story tells us that the overarching obstacle that needs to be overcome is Zacharias’s banishment and being sent to the wastelands. The goal for the game is to survive and get through all of the missions to the point where Zacharias earns back his place at his fathers side at Mount Olympus however we will give the player the option whether they think Zacharias should refuse to come back after realising that he doesn’t need to be in the upper class of Mount Olympus to be happy.

**Dialogue:**

In the beginning of the game we see that the language spoken in Mount Olympus is very posh and upper class, we notice that the people in this city look down on others and think themselves to be superior to others. However once Zacharias is forced to leave the dialogue is very different in the very brief interaction he makes with people in the wastelands, they speak as if they have just barely been surviving and with a groggy tone, which was in complete contrast to those in Mount Olympus. This is a big shock for Zacharias and this really wakes him up to reality but it only makes him more human to realise what reality is really like.

**Melody/Chorus:**

The motivation for the player should be increased the more they play the game. The player gets to see the rollercoaster of emotions that Zacharias is hit by from start to finish. From him feeling on top of the world in Mount Olympus to the very saddening flashbacks he has of his mother before she died. This really allows the player to understand Zacharias that much more and will make them want to succeed. This will help create even more empathy for our main character which will only help our players game experience.

**Décor:**

This is all about the setting of the game. This heavily contrasts throughout the game. The setting in Mount Olympus is very posh, they’re pillar the size of towers and most things are made from marble and gold. The men and female warriors are dressed in the finest armour’s in the land. The residents are dressed in the most amazing tunics and dresses as according with their upper class reputation. This type of décor is flipped upside down when in the wastelands. Everyone is wearing rags and cracked armour that they have obviously been wearing for a long time. The structures in the wastelands are all worn down and barely standing and there are very few building that Zacharias comes across. The lighting contrasts in Mount Olympus and the wastelands are very significant. The lighting in Mount Olympus are very bright and glimmering. Which sets a real happy and calm atmosphere. Then in the wastelands its very dark and misty which makes the setting to be very uncertain and the player is constantly bewildered.

**Spectacle:**

The plot twist for this game is at the end when the player gets the option to return back to his fathers side in Mount Olympus or to leave on his own accord. To us it makes perfect sense to why Zacharias wouldn’t return to Mount Olympus. He has gone through such a treacherous journey and realises that he doesn’t need and one’s help in order to survive. It also gives the player a moment to think that Zacharias wasn’t happy in Mount Olympus and the only bit of joy that’s seen in him was in the wastelands. I think that having this choice for the player will be a powerful tool and will really boost the players enjoyment of the game because it allows them to decide the full outcome of the game in one choice.

We think that we’ve used Aristotle’s 7 golden rules very effectively in telling the story of our game and doing it this was we can really expect the player to become invested in it and to really want to complete it to its full while also really becoming invested in our main character Zacharias.

**Character:**

**Zacharias – Protagonist**

Motivations: To prove his father wrong by undergoing a treacherous journey, he wants to earn back his fathers respect. He has always been very competitive so he takes this as a challenge to show his father he is worthy of ruling when he is no longer fit to rule.

**Personality:**

Zacharias is an ambitious and mischievous young man, from a young age he always wanted to be the best and did whatever it took to do so. He has a fiery attitude and is very nonchalant, the only opinion that mattered to him was his fathers as he was one of the few people he respected as he knew what his father did to keep their people safe.

Before Zacharias’ mother passed away he was kind and respectful to everyone as his mother was the only one who showed him real love while his father treated him like a soldier, showing barely any love to his only child.

**Appearance:**

Zacharias has short black hair, green eyes, slim face with broad shoulders. He has been well trained from a young age which is seen by his slim but muscular body and is of the average height. Zuko is usually seen wearing his iron shoulder plates, chest plate and a yellow tunic. He usually carry’s his helmet attached to his leather satchel with his sword holstered at his side along with a bow on his back. Zacharias only wears one piece of jewellery which is his Mums family ring which he found when he was searching around her room one day. It is too small to fit his hand so he wears it around his neck on a piece of string.

Wants and Needs: When we meet Zacharias he has already begun his journey, he wants to prove his father wrong and show him who he really is. He needs to to do this not only for his father but himself and his mother, he knew how much she loved him and wanted him to rule one day.

**Zeus – Side Character**

**Personality:**

Zeus is the god of the sky, he is a fiery man and a leader at heart, he cares a lot for Zacharias and knows Ares well. He is mysterious and keeps his secrets close to him, he is respected and gives respect to the people who deserve it, as the leader of Olympia he is fair and makes just decisions for his kingdom.

**Appearance:**

Zeus of Olympia is a reoccurring character in this story, he is a big man, well built and is often seen wearing long white robes with most of his chest revealed. His main weapon is his famous lightning bolt which is one of the most powerful in the world.

Motivations: Zeus is motivated to help Zacharias throughout his journey as he remembers when he was his age. He knows Ares and the hatred he projected on to Zacharias since he was a boy, he believes that Zacharias has the skills and knowledge to turn his life around.

**Ares – Side Character**

**Personality:**

Ares is the god of war and the father of our protagonist Zacharias, he is strong and insatiable in battle. He has an explosive temper which he gets ridiculed for often. Ares has courage at heart but is very impulsive and he is never absent in a time of war. Zacharias is his only family left so he does have a soft spot for him but never treated him like a son and more of a soldier.

Appearance: Ares is a tall and muscular man with black hair, fiery red eyes and a long well kept beard. He carry’s his iconic spear and shield (one of his many weapons) along with full armour and helmet. He travels by a chariot pulled by fire breathing horses.

Motivations: Ares is motivated to make Zacharias the best soldier he can, he wants to make sure Zacharias is ready to rule after he is no longer capable to rule, he believes this will only be possible by sending Zacharias on this perilous journey to make him grow up and mature.

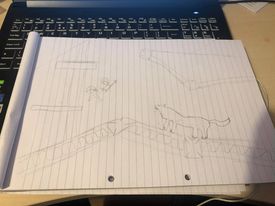
**Athena – Side Character**

Personality: Athena is beautiful, intelligent and reasoned. Hence why she is the goddess of wisdom. She is courageous and the most resourceful of the Olympian gods. Not only was she intelligent but she was able to hold her own in battle against the finest warriors including war strategy, tactics and more. She was more then what meets the eye.

Appearance: Athena has long black luscious hair with a slim face, bluish-green eyes high cheek bones and a perfect jawline. She wears a suit of golden armour and helmet covered by a cloak or shield adorned with the head of the monster Medusa. She was one of the most beautiful and persuasive gods and she helps Zacharias in moments of need when he needs wisdom.

Motivations: Athena knew Zacharias’ mother when they were children, they were close friends. Athena has been keeping a close eye over Zacharias since he was a boy giving him knowledge in ways he couldn’t see until now. Athena regrets not treating his mother right and sees this as a way to pay back in what her mind is an unpayable debt for what she has done.

**Level Design:**



**Beat chart:**

Location: Mount Olympus

Gameplay : Stealth, Attack, Jump, Climb.

Objective: Prove his father wrong

Story beat: Ares sends Zacharias on a perilous journey to make him mature and grow up so he can rule one day.

Enemies: Wolves, Ork Boss, Humans,

Level 1: Mount Olympus, Time of day: Afternoon

Level 2: Market in Mount Olympus Time of day: Evening

Level 3: The Wasteland, Time of day: Night time

Level 4: Forest outside wasteland, Time of day: Night time

Level 5: Final boss. Ork boss. Time of day: Morning