**Online Diary – Stories and Characters**

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**7.0 – Overview**

The task the team was set with was to first individually design a character adding the following characteristics.

• Physical appearance

• Personality and behaviour

• Skills and abilities

• Role within the game

• Interaction with companion(s) (if any)

After this the team was required to pick one option from each of the above categories to create a character. The group was then to make a backstory for a game that would feature this character.

**7.1 – Character**

The traits that the team selected were,

* “Tall like 6'3, male, wears a cloak with a hood and bright toxic green eyes surrounded by shadows.”
* “Speaks very rarely, ominous, mysterious, secretive, serious, dark.”
* “Controls and exploits people's fear and manipulates shadows, great fighter.”
* “Rogue character travelling the world.”
* “Has many interactions with the protagonist. With every interaction, the protagonist learns more of his twisted sense of justice and who he really is.”

Extra details were added to create a full character that could be included in the story. These details were,

* The character was the prince of a kingdom which is destroyed by demons and abandoned by the gods.
* They resent the gods and hates the player, who is chosen by the gods to kill the demon lord.
* The character gained their abilities and magics through denouncing the gods.
* In conflict with the player over them being chosen by the gods, the methods they use and the confrontation with the demon lord.
* The character wants to destroy the demon lord and expose the gods.
* It was also decided that the character would be likeable by the player, troubled but not evil

**7.2 – Story Arc**

The main journey for the character follows alongside the players progression in the game,

* The character travels the world with his powers to get revenge on the demon lord for destroying his village.
* The protagonist whose village was also destroyed gets chosen by the Gods to defeat the demon lord and restore balance using his unharnessed power.
* Throughout the characters journey the protagonist and the character interact with each other many times due to their similar paths however the methods used by both were beyond understanding of each other.
* The character wields both dark and light magic in balance whereas the protagonist is trained to bring out the light power within him to rival the demon lord by his mentor.

The end of the game splits of onto different paths depending on the player. The characters role in these endings vary due to this. There are three different ending, a light, neutral and dark ending.

* Light - The player can choose to team up with the character or go alone to defeat the demon lord, but end up in a final battle with the character over the opposing views of the gods.
* Neutral - The character and the protagonist work together to defeat the demon lord by combining their power together and expose the gods to the world.
* Dark - The player can also choose to become the new demon lord after defeating the old one leading to fight the character in the end.

This is also were the one of the main ideas for a game mechanic comes in, with the player having a stat that revolves around their favour with the gods, that will change based on the decisions they make during the game and having different levels of favour will unlock the different endings.