**Character Story**

**Characteristics**

* **Physical Appearance -** 6'2 silver hair, dark blue eyes, well built, male
* **Personality and Behaviour -** Serious, detached, confident, highly intelligent, aggressive in battle, troubled past
* **Skills and abilities -** Agile, quick attacker, pretty weak with brute force
* **Role within game -** The main Protagonist
* **Interactions with companions -** Companions all work for him, scared of him, only speak when spoken to, all respect him as their fearless leader

**Story (Part 1 - Start)**

The protagonist is born into a royal family that have really high expectations. The protagonist was born a weakling and frail, thus making him a target by his siblings and relatives. As he grew up, he was bullied and abused by his siblings for being so weak and the only person that cared for him and was able to protect him was his mother. His mother would always spoil him with treats and showed him more affection and love compared to the other siblings. One day, the mother was killed, and this left the protagonist in deep despair. After this incident, the abuse that the protagonist was getting became much worse and it got to the point where he could not sleep without having one eye open. One night, the protagonist overheard his father talking to his eldest sibling about the death of their mother. He heard that his mother’s death was plotted by his father and his eldest sibling and heard his father praising his sibling. This filled the protagonist with rage and following that night, he was exiled from the palace and he swore to his family that he would get revenge for his mother and overthrow the King.

**Story (Part 2 - Middle)**

15 years have and the protagonist is now 30 years of age. Throughout the 15 years, the protagonist met people who have piqued his interest and now the protagonist has decided to start up a guild. He has recruited the people that he met within the 15 years and he has started to prepare for war against his royal family. He has recruited 10 soldiers he believes can go grow and become strong men to help him overthrow the current King. For the next year, he trains his men to become the strongest they can be and they build up respect for the protagonist and they are aware of how important this is to the protagonist so they pledged their life to him in order for him to regain the throne as the rightful heir. The protagonist comes across many difficult obstacles within the year of training but overcomes them with ease. The year has passed, and the protagonist and his men are ready to go to battle against the current King. Will they succeed in overthrowing the King?

**Story (Part 3 - End)**

The time has come for the protagonist to reclaim his throne and take revenge on his own family that wronged him so many years ago. With his trusted allies he marches on his old home, ready to do what it takes to end it once and for all. The enemy blows a war horn signalling that the enemy is taking it seriously. They run as fast as they can towards the enemy, with their weapons raised high. [BIG FIGHT HAPPENS, lots of death] The protagonist slaughters each member of his family like they meant nothing to him and came face to face with his father. Who he beheads in an intense battle of clashing swords? He reclaims the throne and promises to undo all the tyranny of his family and start a new age for the kingdom.

**Why you chose it over the others and suggest game play mechanics that might facilitate the story’s progression. Consider what kinds of mechanic and dynamics fit to your story?**

The reason for choosing the characteristics stated above, were because producing a story that aligned to our imagination, we decided that it fit the storyline perfectly. The whole story and the outcome came together greatly. Hence, we suggest that the play mechanics that would facility the story’s progression would be using a real engine Unity, as it would portray a good user experience, for completing each stage of the story in 3 levels, aligned to the storyline.

**A list of the names of the members of your team.**

Saira Mahmood, Callum Weaver, Samiul Bari