**Characters and Stories**

Zakaria Ahmed

**1.1 Story Arc**

The team decided to create a 5 part story arc as it best fitted the adventure genre; introducing the plot to the climax and resolution with plot developing parts between. We chose this story arc since the world created is a medieval fantasy world. Inspired by Lord of The Rings the movie has a 3 part act structure and with a world similar to ours, it only makes sense to why the arc structure was chosen over others. It was to produce the classic heroic story.

**1.2 Mechanics**

In summary, the story is an antagonist’s adventure enveloped into a fantasy realm, so it would be nice to implement encounter mechanics where a monster would appear to attack the player. This would compliment the story development since the story starts of from monsters attacking the hero’s town alongside random encounters whilst the hero travels in the world. Likewise, an attacking mechanic would be needed to facilitate the hero attacking monsters in the story as it is necessary for the story to develop.

Mechanics that could be developed with additional time would be a mana system. Both the player and hero can use mana to use special skills which would change the way battles are and would make the player more aware of how to fight since they have a limited amount of mana.

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