

Main Story Quest

MSQ



NPCs needed for each scene:

Start Screen :

None

N/A

Intro:

Narrator, Village Elder

+2

(2 needed)

Choose Character :

None

N/A

Knight Quest:

Narrator, Female Knight

+1

(2 needed)

On The Road:

Narrator, Assailant??

+1?

(2 needed)

Sneaking Into the City:

Narrator

+0

(1 needed)

City Square / Gate

Harbinger

+1

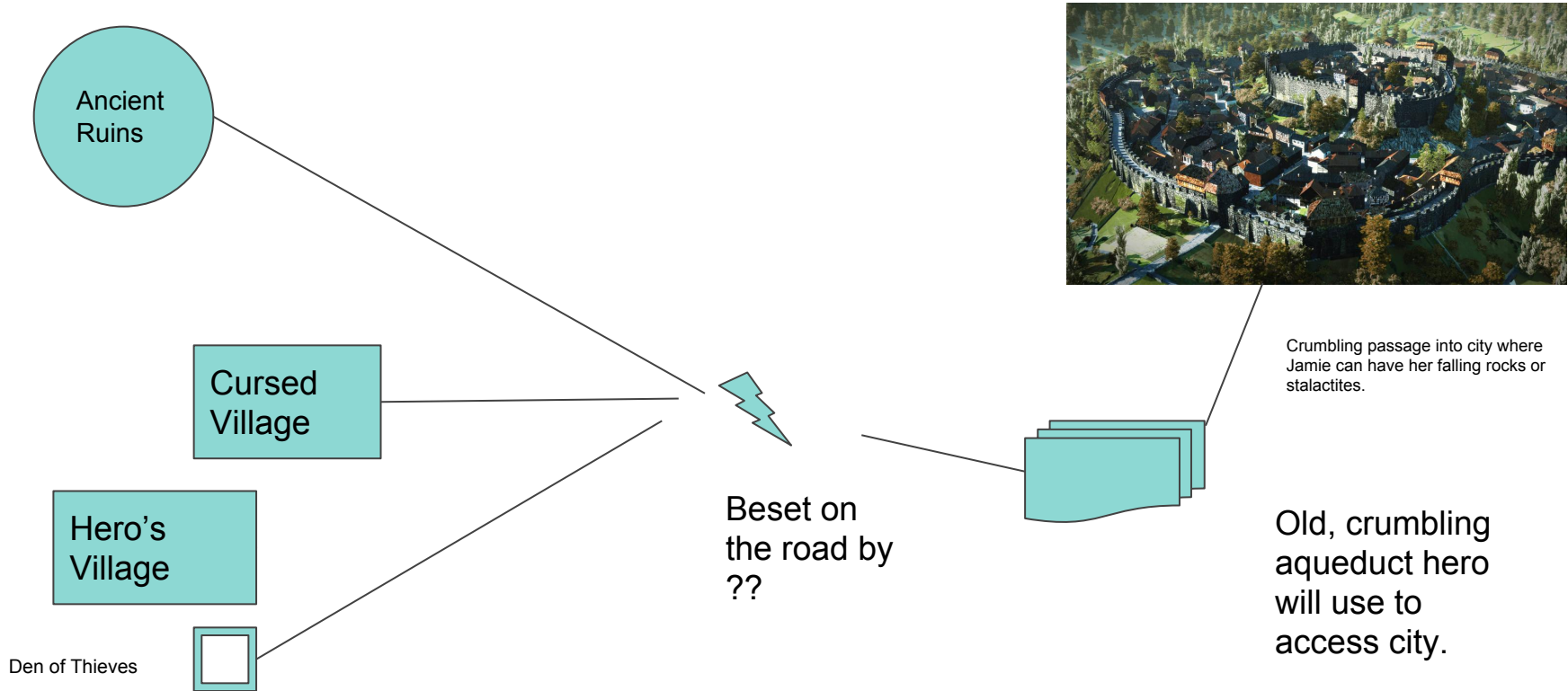
(1 needed)

Total NPC types currently expected: 5

A great city.



City and surrounding world.





Notes:

- Ancient Ruins, Den of Thieves, and Cursed Village are the three branching paths/locations the player can choose after the introduction.
- All paths lead to an event where the hero is accosted on the road.
- All paths continue to an event where the player tries to infiltrate the city undetected to confront the final boss.
- All paths confront the end boss for the climax. Endings follow.



7 Days Until the World Ends

“Epic on a small scale”.

- In the hero's hometown, a village elder gathers together a group of children and young adults. He has grim news to share.
- Word is ringing out from within the City walls to outlying villages. A divine being has descended on the Great City and declared that the world will end in 7 days.
- The elder seems resigned to this fate, but feels it is his duty to inform and comfort the townsfolk.
- The player isn't willing to just sit by and let this happen, so he/she speaks up. The elder says that there isn't anything that can be done. The player swears to find a way.
- The quest begins. The player must act on rumors and lore to choose a path, become stronger, and save the world.