**Game Level**

**Note: Chapter 1 will be in a standalone level. Chapter 2-4 will be set in a same level. As the story goes on, more areas will be unlocked.**

***Story Script***

**Chapter 1, escape game, run away from goblin**

**What time**: 8:00 pm

**Location**: jungle (on road, dark)

**Player Estimated time**: 5-7 minutes

**Description**:

A small scale of caravan is on the way back to the border of their country. However, they encounter an unknown number of goblins at midnight in the forest. Goblins equipped with torches and the sword. They killed everyone they saw. Our main character Jervis who was a 10-years-old young girl. She was trying to escape from goblins' chasing.

**Note**:

This chapter need to contain some basic game tutorials for game players, for example, character movement control, sprint, crouch, peep etc

**Character**: player (Jervis), soldier, civilian, goblin, wolf

**BGM**:

**Chapter 2**, **Training main character skills in forest**

**What time**: morning, 8:00 am

**Location**: Jungle, Hunter’s house

**Player Estimated time**: 5 minutes (including discover maps and story)

**Description**:

Since Jervis escaped from goblins successfully, she was fallen from the precipice and lost part of her memories. She woke up in a hunter’s house. Since Jervis can’t remember anything about her past, they start living together and the hunter is teaching Jervis survival skills.

**Note**: this chapter contains game tutorials about combat skills, and an example of fighting with monsters.

**Character**: player (Jervis), hunter (Tommy), wolf, few goblins

**BGM**:

**Chapter 3 Actual combat with goblin and beast**

**What time**: Three Years Later, afternoon, 2:00 pm

**Location**: deep in the Jungle

**Player Estimated time**: 10 minutes (including reading story)

**Description**:

Jervis and Tommy live peacefully for a few years. One day, they encounter a small group of goblins. They don't know the danger is coming.

**Note**:

**Character**: player (Jervis), hunter (Tommy), goblins, goblin leader(boss)

**BGM**:

**Chapter 4, Tommy's sacrifice**

**What time**: Three Years Later, dusk, 5:00 pm

**Location**: From Deep in the Jungle(start) to Hunter’s House(end)

**Player Estimated time**: 10 minutes (including reading story)

**Description**:

As the battle progresses, Jervis remembers everything she lost in the past. However, they were in a trap and caught in a hard fight.

**Note**:

**Character**: player (Jervis), hunter (Tommy), goblins, goblin leader(boss), wolf, wolf leader

**BGM**: