

## Game Dev Story

Title: **Strategy Summit**

Main Villain: Hek-Vaur

Category Hard:

Outline:

Enemies: Monster 1(Large Ant), Monster 2, Monster 3

Obstacles: Puzzle at the entrance of the dungeon,

Synopsis: The news of Hellish flames at the northeast of \_\_\_\_ City has spread all over the Artheria. Players must face the challenges throughout the journey and arrive at the \_\_\_\_ City.

### **Scene 1:**

**Start:** Players must create

Players now obtain the item and head back to the Zakadra after obtaining the Item “Orb of Thoughtspark”. The news of intense Hellish Fumes from northeast of \_\_\_\_ settlement. This can only mean one thing, The descent of the Corrupted King Hek-Vaur. Fortunately, since the report of the Fumes, there hasn't been any movements of monsters and strange incidents around the area.

Now, In order for players to move properly, they must have proper gear and equipment and must have the Thoughtspark in order to proceed.

The kingdom of Zakandra has arranged warriors and mercenaries to battle the Corrupted King. However, the chariots used to traverse the terrains of Artheria in Zakandran Kingdom are now out of service. If one wishes to still participate in this battle, they must create the war chariot themselves. The requirements to build a chariot are : 50 wood, Insect Sap and 30 kilos of Animal Hide.

Players must go to the forest, hunt animals, gather materials and look for a craftsman to build a chariot.

Now players must go to the Woodworks and crafting area of the city to produce the chariot and join the battle force.

Players now successfully built the chariot, however one Individual who presented himself as “Sun Lee” pleaded to join you in your party and chariot, in exchange of his knowledge of the terrain and monsters during the adventure.

**End:** Players successfully built a chariot

## **Scene 2:**

**Start:** Players face challenges during the adventure to the \_\_\_\_ City. They can take the fast route; A short but challenging path, conceive high rewards, and take the Long route; safer with less rewards.

The commanding General grouped the battle force into five. main groups: Vanguard in the front, Main Force in the Center, and Left and Right Vanguard to protect the Main Force and the Rear Guard to protect the rear end of the force. The player group is assigned to the Vanguard.

Before the commander issued the command to move with their initial route, the Individual Sun Lee Interrupted the commander. The commander got furious but Sun Lee whispered to him and the commander replied ‘Sorry for the disrespect, Please speak.’ Sun Lee proposed 2 more routes to the commander and players: Fast Route and Long Route

If the players chose to move within the fast route:

The battleforce proceeded to move during the morning discussion to prevent the monsters spawning at night. Halfway during the trip, The individual Sun Lee, properly introduced himself.

Players will have the opportunity to ask what exactly Sun Lee whispered to the commander to make him act like that?

Before Sun Lee can even reply, A large boom can be heard from the left wing of the formation, All outer side of the of the formation has been attacked from monsters

The monsters consists of

- 1 Staffed Goblin(at the back)
- 5 Speared Goblins

After defeating the enemies, they’ll face another wave of enemies

- 2 Staffed Goblins
- 10 Speared Goblins

End: The battle force successfully stopped the attacks and killed the goblins however they faced few casualties.

**Scene 3:**

Start: The battle force successfully arrived at \_\_\_\_ City and met up with the support forces. Here they'll discuss what Strategies they'll do.