-Splash Screen/ Unity, Dragon Gaming, Intro seg.

-Start Screen

-Intro

- Character Wakes first person.

- Character meets “Sprite” The spirit of the draco constillation.

- Character learns of a “great evil”

-Character and sprite merge.

- Transports to training level.

-Training Level

-Learn Directionals/A,S,D,W, Space and camera

- Learn Attacks Left click, right click, Shift hold left click.

-Learn of enemies, !The Unloved, ?The Unknown, the >eschewed.

- Learn main objective.

-Main Objective

- Find the spirit of dreams. Hera Zoe (zo)

-Level one

- starts on open plane

-less trees

-shorter grass

-dirt path

-split to four rodes.

-straight is a portal plateu

-left and right is half of key to open portal

-each area has villians to beat and portal is a mini boss.

-Level two

-Player is transported to a dark cave.

-Player witnesses Hera zoe being taken by the Whole of Darkness after traveling down cave.

-A cave in is then initiated, player must run to dodge falling rocks.

-player comes to an ancient shrine.

- sprite describes the story of the old ways of the worlds and the life of the story.

-shrine grants a poweup

-shrine becomes a portal plateu.

-Level three.

Island level.

-cut scene

* As you find yourself on an island shore, the character looks out at the distance of the sea to see a shimmering light, and a voice rings through though faint and not clear. Everything else fades to black but the light, which pierces the darkness and flashes to consume it as a whole.
* Demo ends.