Adventure Story Outline:

Starting point:

I originally designed a storyline for “Project Quest” which was the last video game idea where the main idea was that it would be a single player version of a massively multiplayer game. Since I probably won’t get to make too many video games in my life, I’m thinking I might sticky finger the story of that game at least in part.

The Main idea was that there was a war a long time ago over something (magic or the source of magic or something) and one country got screwed and lost and basically imprisoned. The countries that won built a wall and put a magical barrier around the whole country so nobody could get in or get out. The thing about it was that the country that lost got blamed for the whole thing but later you find out that it wasn’t them who started it and they got screwed afterwards.

Anyways the game starts